MARCH

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Polyhedron™

NEWSZINE

RPGA™ NETWORK

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Classifieds

CANADA: I am looking for people with whom I could play the D&D® game, AD&D® game, or any other similar role-playing game. I also would like to find interested new players willing to play a new RPG entitled ROBOTECH. Write: Stephane Gauthier, 3013 Gaston, Laval, Quebec, H7P 1H5 or Phone: (514) 622-4391.

FINLAND: Wanted - I'm a DM without a party. Help!! I need players in Finland. Contact me: A. Stuart Tannehill Alppikatu 19C, 00530 Helsinki, Finland.

CALIFORNIA: 14-year-old male looking for pen pal or possibly gaming partner. My interests are AD&D game, DR. WHO, and I'm willing to learn others. Contact: Jamie Williams, 3091 Chippenham Drive, San Jose, CA. 95132. Or call (408) 272-2722.

ILLINOIS: Intelligent 19-year-old, recently moved, seeks other 17-22 year olds for gaming group. I play and referee AD&D game, Oriental Adventures, Call of Cthulhu, Traveller and MARVEL SUPER HEROES™ game. I'm interested in playing Jorune and Warhammer. Contact: Dave Jezierski, 6732 W 64th Place, Apt 2E, Chicago, IL. 60638.

MARYLAND: Looking for AD&D game players ages 15-21 in the Pikesville area. Please write to Jean Borde, P. O. Box 32466, Pikesville, Baltimore, MD. 21208.

MARYLAND: I am a first-level player with knowledge of the game but no playing experience seeking a local patient DM to get me started in the D&D or AD&D games. Please write to Carol Mathews, 3903 Napoleon Place, Bowie, MD. 20716.

MARYLAND: WANTED - Gamers and gaming groups in the Washington, DC-Metro area (includes Montgomery County, PG County, and Northern VA). Contact: Andrew Martin, Gamers Guild of Montgomery County, 716 Roxboro Rd., Rockville MD. 20850. Or call (301) 424-2115, Hours: Wed. Noon-2 p.m., Sat. 3-5 p.m.

MASSACHUSETTS: ATTENTION GAMERS Interested in forming an RPGA™ Network club (The Fantasy Gamer's Guild) in the NW Mass. area? Send an SASE to: Costa Valhouli, 56 Hoyt Road, Bradford, MA. 01830. There will be a newsletter (The Vorpal Blade), and meetings. Writers, artists, ideas wanted.

MASSACHUSETTS: For sale - Assorted boxed games, some AD&D hardcover books, many AD&D modules and play aids, plus unavailable back issues of DRAGON and White Dwarf magazines. To find out more write: Ed Meserve, 65 Stone Root Lane, Concord, MA. 01742. Prices are based on condition of item and purchase price.

MISSOURI: Wanted - Out of print RPG Games and magazines. Especially one called Witchhunt. Contact: Cary Layton, Route 5, Box 241, Perryville, MO. 63775 or (314) 547-6919.

NEW HAMPSHIRE: I, Kossack the Conqueror, have discovered a new land. Join me in a computerized Play-By-Mail adventure set on a new world. Instructions and set-up are free. Turns cost 50 cents each. I await your reply. Contact: Criss Bubacz, 17 Meadow Lane, Suncook, NH 03275. Phone: (603) 485-3315.

NEW JERSEY: WANTED - Small band of adventurers looking for mature, intelligent AD&D game players in the Middlesex, Somerset, and/or Hunterdon county areas. Experienced unnecessary, ages 25 + and female players welcomed. Contact: Jorge Ocasio, 224 F Craig Road, Neshanic Station, NJ 08853, (203) 782-7316.

NEW JERSEY: 14-year-old gamer with experience in D&D game who also games in AD&D, STAR FRONTIERS® game, and GANGBUSTERS™ game, seeks other gamers in South Jersey area. Write: Matt Elwell, 38 West Avenue, Woodstown, NJ 08098.

NEW JERSEY: WANTED - Experienced AD&D gamers for Parsippany, NJ club. Call James (201) 334-4164

NEW YORK: 15-year-old player/DM of D&D, AD&D, STAR FRONTIERS games with 4 years experience needs a new group for gaming and establishing an RPGA Network club, if possible. Contact: Len Value, 45 North Regent Street, Port Chester, NY 10573 or call 914-937-2764.

OHIO: Experienced players & DMs in the Zanesville/Muskingum County area wanted by Games, Inc. We play most games and we have an age limit of 15 yrs. & up. Call 453-2091 and leave your name and phone number & we will get in touch with you. Ted Ross.

PENNSYLVANIA: 13-year-old would like to start an RPG club in the Easton area. Main interests are D&D, STAR FRONTIERS, Car Wars and MARVEL SUPER HEROES game (Regular or Advanced Rules). Contact: Charles Schindler at 2033 Arndt, Easton, PA. 18042 or call 252-5167. Is willing to learn others EXCEPT AD&D.

PENNSYLVANIA: Looking for role-players and strategists in Conshohoken-Roxborough area (or anybody near there) to join a small group of players hoping to get larger. We play a wide range of games, please contact: Derrick Loris, 2038 Wisteria Lane, Lafayette Hills, PA. 19444 or call (215) 825-4082.

TEXAS: LARGE ORC ARMY UP FOR TRADE: Are there any wargamers interested in making an even trade for 385 ORC Soldiers, if so send me a SASE telling me what you have to trade, like other role playing games and if possible another large army. Send SASE to: Jimmy Nugent, 602 East Alabama Street, Wharton, TX 77488.

VIRGINIA: Southwestern Virginia gamers looking for other gamers particularly interested in AD&D game and possibly learning Cyborg Commando. We would like to form a club or team to attend this year's GEN CON® Game Fair in August. Prefer 2-3 year's gaming experience & 18 years or older. Contact: Matt Hart 495 Church St., Christiansburg, Va. 24073-1543. Phone: (703) 382-2145.

WISCONSIN: WANTED DESPERATELY Issues 9, 10, 25 of the POLYHEDRON™ Newszine. If you are willing to part with these issues, send a letter stating cost and condition to: Jean Mooney, P. O. Box 689, Williams Bay, WI 53191.

About the Cover

These intrepid adventurers aren't really lost, they're just examining the map to make sure they don't miss any local points of interest. Art by Joseph Pillsbury.

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Polyhedron™ NEWSZINE

Volume 8, Number 2
Issue #40, March, 1988

SPECIAL MODULE FEATURE

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Notes From HQ

It was time for a change. The POLYHEDRON™ Newszine hadn't changed much in appearance since it came out 39 issues ago. However, the Network had been changing and growing and improving. Because of that, we thought it was time for the POLYHEDRON Newszine to improve also.

So now you see our new cover design and the new typography we've adopted.

We will still keep many old, familiar elements of the Newszine, such as Arcane Academe, The Critical Hit, the MARVEL SUPER HEROES™ game column, Fun In Games, Letters, and a Ravens Bluff (Living City) entry. And we'll still have an adventure in each issue (although we'll try to feature adventures for a variety of game systems, not just the AD&D® game). But we'll also be doing something new occasionally, such as including a few fiction articles that clever game masters can use as adventure plots for campaigns. And we'll try to run some Rogues Gallery entries that feature characters for a variety of game systems. We're even bringing back Dispel Confusion! However, you're going to be stuck with Notes From HQ. That's another thing that's not going to change. I just couldn't bring myself to stop writing these wonderful missives.

The man responsible for the POLYHEDRON Newszine's new look is Art Director Roger Raupp. Roger has worked at TSR, Inc. for the past eight years, and is also the art director for DRAGON® Magazine and DUNGEON™ Magazine.

Roger said, "It was about time to give the Newszine a more professional appearance, one that would also help speed its production. It needs a new look because the old look was associated with some poor things, such as lateness and a convoluted design. The idea is to give the Newszine a new identity. I think the readers will like it. What's not to like? It's an improvement over the old design." Roger said the new format will allow the Newszine to be typeset more quickly, which means it should make it easier to stay on schedule. The new design includes standardized headlines for certain features. For example, Notes From HQ, Letters to the Editor and other editorial articles from HQ will have a polyhedron dice near the headlines. Other regular features, such as Arcane Academe, will have an outline headline. Roger said it took him about two weeks to create the new design (in between working on DRAGON and DUNGEON magazines). He said he is especially proud of the overall look and the graphic tidbits he included, such as the graph design on the cover.

The Name Game Revisited

RPGA™ Network members have been given the pleasurable responsibility of naming the D&D® game world featured in the Gazetteer products. The deadline is March 25. (We know that's not much time, but that shouldn't pose too much of a problem for anyone with a pen, pencil, or word processor and a little creativity.)

Members planning to enter this contest should consult the Gazetteers to get a good background on the world. The winning name will be chosen by a panel of TSR, Inc. experts. And the winning name will be announced in a future POLYHEDRON Newszine and in Gazetteer products in 1989.

The winner will receive autographed copies of Gazetteers 1-5.

Team Spirit

This year's GEN CON®/ORIGINS™ Game Fair will feature the first RPGA Network clubs-only tournament. This event will be open only to clubs which have been sanctioned by the Network. (A club form appeared in POLYHEDRON Newszine #36.) Each club which enters this competition must choose six club members to compete. The winning team will receive a trophy and will have possession of a traveling trophy until GEN CON® Game Fair 1989. Any team which wins the traveling trophy three years in a row will get to keep it. Sound fun? We think so. And we think it is a way for the RPGA to offer something other than individual competition. A team entry form will appear in the GEN CON®/ ORIGINS™ Game Fair pre-registration brochure. Another special RPGA Network offering at GEN CON/ORIGINS Game Fair will be the benefit tournament for the American Cancer Society.

Moving Ahead

The bulk of the content of the next several POLYHEDRON Newszines has been selected to keep the Newszine on schedule. Next issue will feature an AD&D® game Oriental Adventures scenario called Wedding Party. The author is member Robert Farnsworth of Orlando, Florida. The adventure was used as the Oriental Adventures tournament at the GEN CON® 20 Game Fair. The Notes From HQ column will address the revised point system and will include charts detailing the point breakdowns between player and judge levels.

Much Thanks

It is a great feeling to have the POLYHEDRON Newszine moving smoothly through the various phases of production. And it's an even better feeling to know that X number of issues no longer have to be produced before the magazine is back on schedule. HQ would like to thank several people for helping get the Newszine back on track. Roger Raupp deserves much thanks for the fine new design. Roger Moore, the editor of DRAGON Magazine, and Barbara Young, the editor of DUNGEON Magazine, have helped by proof reading a few articles and by giving advice on a variety of topics. The TSR, Inc. typesetting department worked extra hours to get the past several issues out so the Newszine could get caught up. And Skip Williams, who has edited several issues of POLYHEDRON Newszine and who remains one of our assistant editors, has done a tremendous job in getting articles edited before deadlines and for providing valuable ideas for the POLYHEDRON Newszine's future contents. A big thank you must also go to all the RPGA members who stayed with the Network throughout POLYHEDRON Newszine's many delays. We will strive to produce a top-notch Newszine Network members can be proud to read and contribute to.

Take Care,

Jean

Letters

Renewal Problems

I am responding to your request for member views on the reason for the loss of RPGA™ Network members. I do agree with you on the point of late issues, but I find the issues worth waiting for, and I do not think that so many people would drop their memberships due to late issues.

I think one of the reasons that you have so many members not renewing their memberships is that each year, when it comes time to rejoin, something gets screwed up. For example, I keep receiving notices telling me my membership has run out after I have paid. Also, for the last couple of years I've been receiving two Newszines, two membership cards, etc. I only sign up for one membership, but I still keep getting two issues AND two bills. I think you should not only get your issues out on time, but you should also straighten out your membership fees.

Those are the only complaints I have. I really enjoy the Newszine and am a faithful RPGA member. I'll continue to be loyal if YOU continue to be loyal.

I think I'll also give writing some articles a shot. Oh, and here's a gaming word for Rick Reid: *scrup*, used to show a dislike for food. Examples, "That's a rude pile of scrup on your plate," or "Don't eat at the Dwarves' Beard Tavern, it serves pretty scruppy food." This word came from tavern goers who associated bad food with the sound of someone scraping dried foodstuffs off the tavern walls.

Paul C. Easton
White Bear Lake, MN.

Sorry for all the problems you have had with your RPGA membership. For some reason you were in our membership files twice. If other members are having similar problems, we would appreciate hearing from them. We can't correct the problems if we aren't told about them.

You say you find the Newszine worth the wait. Well, hopefully you won't have to wait any more for the Newszine. Making deadlines is important. This issue is on schedule. That's important. And we will strive very hard to make sure we don't get behind schedule again.

Playtesting Second Edition

I have just recently joined the RPGA Network, and I have read in DRAGON® Magazine that you will be conducting the play-testing of the AD&D® Second Edition early next year. I am interested in being a play-tester, and my group and I are wondering if there are any opportunities to get in on this. Any information you may have would be greatly appreciated.

Alex Sudnik
Waldwick, NJ

Play-testing for AD&D Second Edition began in the spring of last year. Several RPGA clubs have been testing various elements of the system since then, and making reports to the game developers. Two other RPGA clubs this past month play-tested modules for 19th and 100th level AD&D characters.

When the RPGA Network is given the opportunity to assign play-testing materials, we first look to the RPGA clubs. Play-testing is one of the benefits of being part of a club.

An RPGA club form appeared in POLYHEDRON no. 36. Club forms are available through Network HQ.

Complaint Department

I would like to express my dissatisfaction with the RPGA Network. From what I have read these past few months and seen, I feel you are all very hypocritical. All you ever use are TSR, Inc.'s products! The Newszine is practically DUNGEON™ Magazine in miniature! I can't believe you people! I don't see too much difference between the two; except one is in color. RPGA is for ALL role-playing games, not just for those published by TSR. Even in issue #34 you ask for more material for the AD&D system, MARVEL SUPER HEROES™ game, and GAMMA WORLD® game. All are published by TSR!

Peter Young
Olympia, WA

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Critical Hit

Survival!

by Errol Farstad

Realism versus playability. That now seems to be the name of the game for the new additions to the AD&D® game system; the Dungeoneer's Survival Guide and the Wilderness Survival Guide. What these two works do is incorporate realism, attempting to make AD&D closer to real life.

Is the "realism factor" a bad thing? Not really. Is the "realism factor" necessary? No. But the harm or help already has been done. Before you make any judgments based on these opening paragraphs, I recommend you read this essay thoroughly, and decide for yourself if the fun has left the AD&D game by the addition of the survival guides.

In general, the addition of these hard cover supplements provides some needed reference for panic situations where DMs are not sure what should be done. For example, your character needs to use a grappling hook to get across a chasm, and you are not sure what his chances are. Consult either survival guide, depending if the player character is in the wilderness or underground, and you will find your quiet desperation turn to relief as you discover the exact chances for successful grappling. Sounds good, you say? The grappling table is only one of the many tables that have been added to the AD&D system.

Let us first tackle the similarities between the two books. As mentioned earlier, both works are hard cover books, cost $15, and have the excellent exterior artwork that is the trademark of Jeff Easley. Both, also, have tables in the back, some of which overlap between the two volumes. It is there that the similarities end.

DUNGEONEER'S SURVIVAL GUIDE

The Dungeoneer's Survival Guide (DSG) is written by Douglas Niles, who previously brought us several modules of the DRAGONLANCE® campaign, as well as contributions to the STAR FRONTIERS® game system.

Climbing Walls

Found in the "Movement" section, this is perhaps the most significant change to the AD&D rules, permitting non-thief player characters to climb walls. Long ago, it was remarked that non-thieves, because they lack the training and skills necessary, had a very small chance to climb walls. The DSG gives PCs who are not thieves a base 40% chance. This, fortunately, takes into account the condition of the wall climbed, the type of armor worn by the PC, and the types of surfaces to be climbed. The modifiers for such inclusions are stated in this section. Do you agree or disagree that non-thieves should be permitted a base chance to climb walls as per the DSG? In my opinion, this should be allowed only if they have the mountaineering proficiency. The choice is up to you.

Proficiencies

Like the Oriental Adventures book, the DSG now has non-weapon proficiencies. There are three types available: Artisan, Craftsman, and Adventuring Proficiencies. I really feel that the non-weapon proficiencies are the best part of the DSG, as these proficiencies can truly add more depth to a PC, and add more "color" to a character. Many DMs may feel these proficiencies add too much realism, but I disagree. If anything, they may replace the Secondary Skills Table found on page 12 of the Dungeon Masters Guide (DMG), or they can be used in combination, with the Secondary Skills providing basic background skills and the proficiencies providing specific skills.

Combat Rules Underground

To be honest, I do not see how it can be possible for a PC to fight from a wall. I would think that one would need both hands and feet to maintain balance while perched on a sheer surface. According to the DSG, "a −2 penalty is assessed to all of the character's attack, damage, and save rolls" (DSG, pg 30). I'm sorry, but that rule just does not wash. Other DMs may feel the way I do, and just plain do not permit fighting on walls and other sheer surfaces.

The penalties for fighting in darkness make sense, however. Fighting in the dark is a lot like fighting someone who is invisible. The major difference is that in the dark you have the chance of hitting your fellow party members as well as your enemy (who is probably hidden in some corner sniggering behind a desk or something; sneaky DMs take note).

Underground Environment

If a DM really wants to be a killer, this section allows one to kill a group of PCs without having to send a large number of nasty monsters after them. In all seriousness, these rules include what happens when too much smoke is in an area with no ventilation, cave-ins and their causes and effects, odors and noxious gases and the effects thereof, etc.

In this section we find a smattering of useful equipment that is a welcome addition to AD&D game such as the grappling hook, the crowbar, and crampons. There is also a section that gives some information on what to do should your PCs discover a mine within your underground realm. This should be an interesting item if any group finds Moria.

The Dungeon Masters' Section does give some good general guidelines should PCs decide they want to take an extended vacation underground. It even goes so far as to explain a basic political system for various underground races.

However, the best addition to the DMs' Section is the Campaign Considerations chapter, giving the DM some fresh ideas on how to run a campaign. One part discusses the importance of the story in the AD&D campaign, and gives several examples of how to plot a story for your adventuring party. I am not going to go into any specifics other than to say that the DSG is worth the $15 purchase price for its DM section alone.

The only section that I question within the DM's section deals with perspective mapping. Perspective mapping gives an ordinary graph map a three-dimensional "feel," so that the DM can see what the players have gotten themselves into.

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Arcane Academe

by Jeff Martin

The ADVANCED DUNGEONS & DRAGONS® game is one of the first games which the limits for creativity are set only by the player's own imagination. This is one of the game's greatest and most entertaining aspects.

In this, the last installment of the Character Class Review, many interesting tricks and tactics will be presented. It will include an assortment of "sleezes" (very imaginative solutions) that have been perpetrated by some top-notch players. It is hoped that their examples will not only aid you, but will inspire you to more creative and exciting play.

Magic Items

Potions *Potions of Delusion, Diminution, Gaseous Form, Growth* and *Love* can be powerful weapons. I recall a player who saved his party from a giant ape with the proper use of a *Potion of Diminution.* With a lot of lucky dice rolling, the potion landed in the monster's open mouth.

Also, imagine your party is about to fight a monster which can only be hit by magical weapons. However, the only magic your group possesses is a simple *Potion of Invulnerability.* What to do? Well, a *Potion of Invulnerability* may allow (open to DM interpretation) you to hit that creature. According to the DMG, creatures hit by only +1 or better weapons are able to strike other creatures with this same defense. Hence, the group's fighter could drink it and be effective against the monster.

Lastly, some potions useable by fighters only can be used as class detectors. If it is very important to make sure a NPC is a fighter (not an assassin as you suspect) have him drink a *Potion of Giant Strength.*

Miscellaneous Magic There are numerous examples of player creativity when miscellaneous magic items are involved. Below is a listing of a wide variety of "sleezes." These should provide sufficient inspiration for coming up with that one idea which will save your party.

An *Eversmoking Bottle* was used to fill a dungeon with thick, blinding smoke. The dungeon was the lair of a group of invisible humanoids who could easily defeat the party. However, the thick smoke effectively neutralized the monsters' advantage. Both sides were now very hard to see.

A *Ring of Water walking* and *Decanter of Endless Water* were used to cross a deep chasm. The *Decanter* shot a stream of water across the canyon to make a water bridge. Also, this same *Decanter* was used to fill a slime- and spiked-covered pit with water. The party simply swam across to the other side. A magical spear (wooden) also floated up to the top of the pit! lastly, a clever and crafty gnome once defeated a high level fighter with the proper "sell" and the use of a cursed *Necklace of Strangulation.* The evil Lord demanded a powerful magic item from each party member, and the gnome was glad to give up this magic item. Cursed items and clever play can be a deadly combination.

The Others. This last section is an assortment of "sleezes" from throughout the AD&D® game. Again, it is brief and it is meant to inspire rather than to instruct.

Infravision Infravision can be used to track creatures in the dungeon environment. The DMG says that footprints of heat are visible up to two rounds after a creature passes over a surface. Many monsters (and some smart players) probably will track a fleeing party with infravision. Heated soles from two shoes were nailed to a barrel, and it was rolled down a passage. Thus, a false trail was made.

Monk/Magic-User A player can be clever about his class selection, and this dual class selection is very potent. After obtaining second level, the monk became a magic-user. Although only at second level, the monk powers/abilities are great. The monk/magic-user will have a 15" movement, thieving abilities, a saving throw verses missiles and damage spells, and a good selection of weapons. You must check with your DM if you can use this split class, as the monk is now encouraged to be left in the oriental settings of Oriental Adventures, also the Unearthed Arcane update in DRAGON® Magazine #103 says that monks who follow another class lose their special abilities.

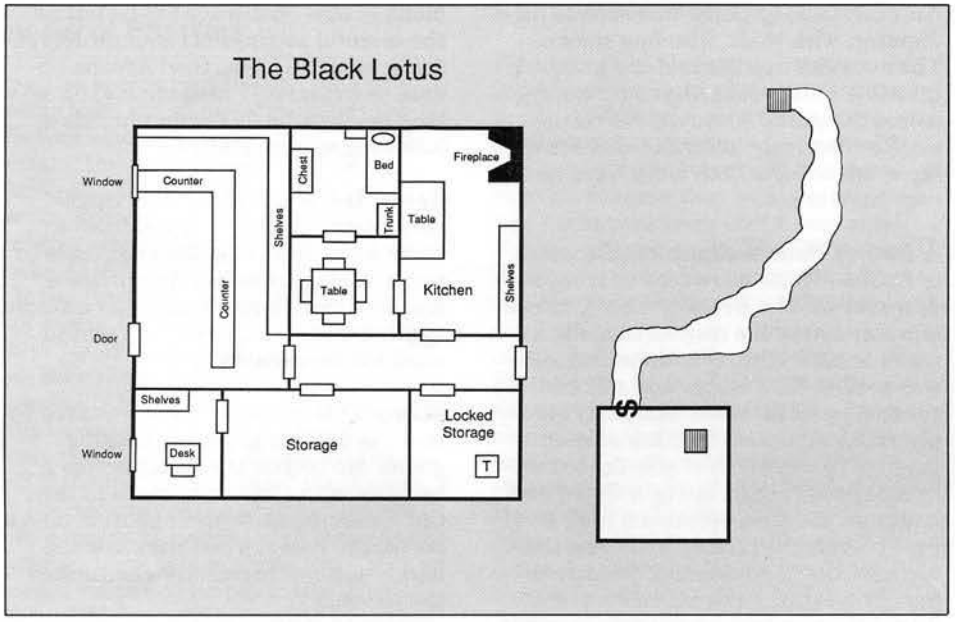
Jar of Ink A mundane item can be very useful. A certain druid liked to carry a few with him. He used them to mark fleeing creatures, to provide a smoke screen in an underwater environment, to fake death (red ink), and to alter his appearance.

String This mundane item was used by an elf to delay a group of charging gnolls. He tacked the string across a hallway with the gnolls about to turn the corner. Imagine their caution (and a two-round delay) when they saw the highly visible thread stretched across the passage.

Satyrs and Shambing Mounds If knowledge is the root of all power, then all players could benefit from a little study. A very smart player has twice overcome monsters with knowledge rather than might. With the knowledge of their diets (wine and shriekers, respectively) monsters were negotiated with and avoided.

The Living City

The Black Lotus



by Rollin Ehlenfeldt

"The Living City" is a continuing feature in the POLYHEDRON™ Newszine through which members can share their best fantasy city material with the rest of the Network. All submissions will eventually become part of TSR Inc.'s series of LIVING CITY fantasy play-aids. If you have a building, business, encounter, or personality that adds some spice to your campaign's "town business" we'd like to see it.

The Black Lotus is an apothecary's shop, located not far from the thieves' quarter. The actual shop occupies a large room at the front of a one-story, stone building with a slate roof. The building also houses an office, storage areas, a kitchen and living quarters for Will Caldan, the apothecary. The building's back door opens onto a narrow alley.

The shop has an L-shaped counter, about two feet wide, that fills most of the room. The walls behind the counter are filled with shelves. The shelves contain hundreds of assorted jars and containers of all shapes and sizes. Most of these containers are ceramic, but some are made of glass or metal. It is from these containers that Will produces powders, liquids and dried substances to fill his customers' needs. The only identifying marks on any of the containers are a series of colored lines painted on each jar. This coded labeling system helps to keep customers from trying to help themselves if Will happens to be in the back room. There is a bell on the front door that signals the entrance of any customer, but Will likes to be extra cautious about his wares.

There are two storage rooms. The first is used to store commonly-used ingredients. The back storeroom has an iron door on it with a heavy lock attached. This second storeroom is used to store rare or special substances.

The Black Lotus does a lively business for such a small shop, there is always a healthy flow of customers. Will, a middle-aged man with a patch over his left eye and a full, neatly-trimmed beard, waits on everyone. He takes pains to show a friendly disposition and is always willing to carry on a conversation.

Will stocks most common herbs (see DMG, pages 220-221) and various components for magic-user and illusionist spells. He does not stock gems of any kind, or any spell component with a book value of more than 30 gp. Will also provides a few other interesting supplies and services to special customers. He has a pact with the local assassins' guild. They protect his shop from robbery; in exchange, he imports, occasionally at great personal risk, many exotic poisons. He sells these poisons only to special customers. He also stocks rare ingredients for magical potions. These special ingredients are kept in the locked back storeroom, and are also sold only to special customers. Being a retired thief, he also performs another service for those willing to pay his fee. He will store stolen items too hot to be fenced in a secret room located beneath the locked storeroom. His fee is 10 percent of the items' value, but he stores the items until they become safe to sell, no matter how long it takes. He does not fence the items himself, he merely keeps them hidden.

Will Caldan

Male Human Thief/Illusionist (4/5)

STR: 13
INT: 17
WIS: 16
DEX: 17
CON: 12
CHA: 11
COM: 13
AC Normal: 7
AC Rear: 10
Hit Points: 22
Alignment: Chaotic Neutral
Weapon Proficiencies (illusionist): Dart
Weapon Proficiencies (thief): Dagger, Sap
Special Abilities: Apothecary, Herbalist, Spells, Thieving Skills
Languages: Common, Thieves Cant, Gnomish, Elvish
Spells/day: 4 2 1

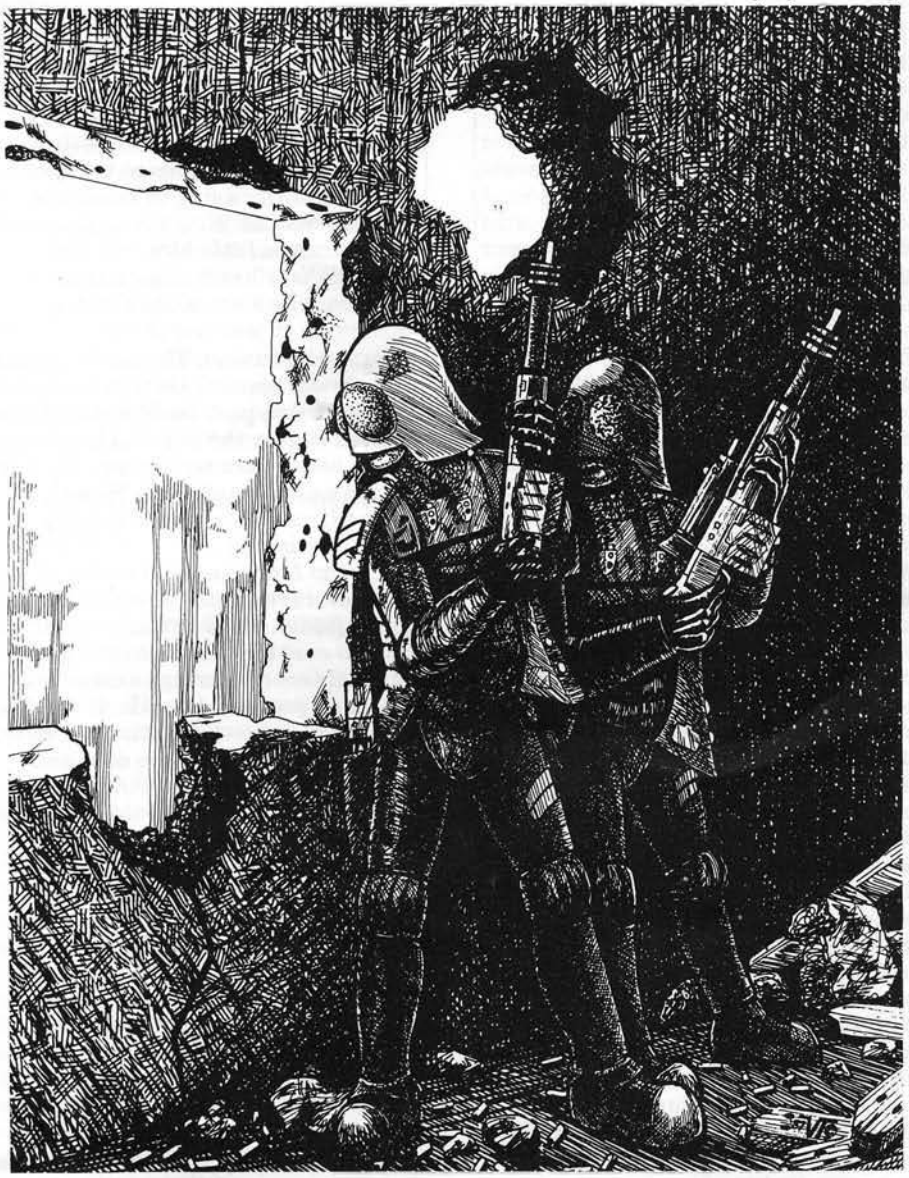
Thief Skills:

PP	OL	FT	MS	HS	HN	CW	RL
50	47	35	38	30	15	88	20

(Continued on page 27)

The New Janeeva Herald-Prognosticator, Final Edition

Illustration by Ray Van Tilburg



A GAMMA WORLD® GAME ADVENTURE

by Michael Selinker

Part One: The Hot Scoop

Judge's Information

This adventure takes place in New Janeeva, a city of about 10,000 inhabitants on the shore of Lake Mitchigoom. New Janeeva was founded about one hundred years ago by a group of Restorationists dedicated to the reconstruction of the continent, piece by piece. It took these people and their children about sixty years to make the surrounding area safe and hospitable. New Janeeva is an enclave of civilization in an otherwise uncivilized world. The inhabitants of New Janeeva, most being second and third generation settlers, tend to take their safety for granted.

The PCs for this module are typical humanoids and pure strain humans living in the Restorationist city of New Janeeva. What makes them different from most inhabitants of Gamma World is that they are not survivalists struggling against the natural and unnatural, but the first of a new breed of journalists carving out a way of disseminating truth. This could only happen in a peaceful city, under the aegis of a government or private concern with enough economic and political influence to publish the truth without fear of reprisals. In the case of the New Janeeva Herald-Prognosticator, the newspaper for which the PCs work, the benefactor is wealthy transportation merchant Layman Pointer, who has built a fortune purveying rafts, roadhogs, carts and Chriscrafts. Though the paper costs more money than it brings in from sales, it generates more goodwill than the businessman could ever buy.

However, Layman Pointer never once believed that an investigation conducted by the young staff he employs would ever touch him or his holdings. Yet, that is what this adventure is about. The staff, lacking a sucker-punch lead for their forthcoming edition, will stumble upon a story that will blow the proverbial gates off the city.

One of Pointer's employees in the transportation business is Rene Lacquemont. A devoted Seeker, Lacquemont seeks to destroy New Janeeva's economy by flooding it with counterfeit gold pieces, so that it will be in chaos when a

large contingent of radical Seekers attacks it at end of the year. Lacquemont has many subordinates in this endeavor, some who understand what they are doing and some who don't. Lacquemont considers it magnificently ironic that he is using the wealth of a dealer in the hated technology (see GAMMA WORLD® rules supplement, page 4) to undermine the city's economy. He will not appreciate the meddling of the newspaper reporters, and will do all he can to stop them without tipping his hand to Pointer, who considers Lacquemont one of his closest associates.

Lacquemont has several weapons at his disposal. His personal abilities include an inhibiting field and other mutations. More importantly, however, he has the trust and the money of Layman Pointer behind him. His most important weapon is his faith in his goals, and his willingness to sacrifice anyone to accomplish it. Nonetheless, he will not sacrifice the entire infiltration and destruction plan for the comparatively minor goal of overthrowing the economy through counterfeiting.

Location A: The New Janeeva Herald-Prognosticator

As Normat Ravage and Bray Pointer go to collect your week's wages (15 gold coins each) from Pointer's father Layman, the publisher of the New Janeeva Herald-Prognosticator, the remaining four of you — chief reporter Speckle John, investigator Liese-Ann Waige, photographer Jannah Mayallmet and printer/advisor Al Wizard — still have nothing to justify that payment. You have worked long and hard to salvage a newspaper out of the scraps you have, but it is no use. None of the stories, including council elder W'rogg's announcement of a new attempt at sewer reconstruction or the discovery of an Ancient "comic book" with pictures of flying men, are likely to excite the populace of the Restorationist city of New Janeeva. The Lake Mitchigoomers, having grown accustomed to their prosperity and peaceful existence, are quite difficult to excite, and do not gobble up papers with bigwordlines as dull as this edition will contain.

Saddened, you four think back on wealthy merchant Layman Pointer's words to you as you began this venture eight months ago. He said, "I want you young people to go out and tell people what's going on in this city. I want you to tell it all — the happy and the sad, the good and the bad. And I want you to tell it in print, as soon as you find it out. Whatever you find out, if it's fit to print, print it." You reflect on some of the great investigative stories and bigwordlines you have run in the past: "Council President Supports Red Death Despite Council Ban" and "Spice Merchant Pyrokinetically Burns Down Own Business For Insurance." Too bad there's nothing to print this week. Your edition comes out Sunday, and it's already Friday afternoon. If only a story would just drop into your lap, you hope in unison, when a knocking comes on the door.

Bray and Normat have taken the paper's Ergatz-Belvedere to pick up the weekly pay box at Layman Pointer's office, as they do every week. The box contains 90 coins and weighs 23 kg. Each coin weighs 0.25 kg, and is 10 cm in diameter.

All 90 coins are counterfeit. This was an error by the clerk, Wikki Jay, who received the fool's gold less than an hour before from Rene Lacquemont, who is in the Pointer businessplex at the beginning of part one. Jay does not know that the money is counterfeit. When it was too late, she noticed a tag on the burlap bag that said, "Do not disburse without notice of R.L." She notified Lacquemont, who contained his rage and told her nothing. He then told his ally, the chambermaid Mathilde, to secretly incapacitate the elder Pointer, while Mongoose and Jock went to the newspaper office to reclaim the money, bringing with them a box of 90 real coins to give to the PCs in exchange. If they will not trade, the pair was told, the PCs should give up the money in any way Jock and Mongoose can make them surrender it, posthumously if necessary. Jock and Mongoose don't know what's going on, but take orders from Lacquemont without question. After sending Mongoose and Jock after the PCs, Lacquemont went to Wikki Jay's office, taking from it all the counterfeit gold and transporting it to the warehouse where the fool's gold is manufactured. Neither Jay nor the two thugs know where this place is, but all know where Lacquemont's office is. Mathilde knows of both but does not know the location of the warehouse.

The knock on the door is Normat Ravage and Bray Pointer arriving with the money. The PCs may react as they want for ten minutes. If Al Wizard examines the coins with his molecular sense (a constant use mutation), he will notice that they are not made of gold, but bronze, lead and other metals designed to make it look like gold.

Ten minutes after Normat and Bray enter (or before the PCs leave), there is a second knock at the door. A passerby has stopped at the office to tell the PCs that Zu Wingz (location E) is on fire. Read the following when the PCs open the door:

A young human stands at the door. "I thought you'd like to know," he gasps, "that Zu Wingz is on fire, and there are two little kids trapped inside!" Your heart skips a beat — this could be a sensational story.

The young human, Theban Whitbeck is absolutely correct. He was riding his ancient bicycle past Zu Wingz and saw refugees fleeing the burning building, he also heard Larz screaming. Theban will not answer questions. He only stopped here on his way to the fire house (location G).

Jock and Mongoose will arrive at the office several minutes after Theban, having ridden there on their reconstructed road bike. Mongoose will use his Heightened Hearing to determine how many people are inside. If the PCs have gone to investigate the fire, the thugs will break down the door and search the office for the coins. They search for ten minutes, if they don't find the fool's gold in that time, they go looking for the PCs.

If Mongoose hears people inside, he will knock on the office door while Jock holds the box of money. If the door is not answered promptly the thugs kick it open.

When they meet the PCs, Mongoose will introduce himself as Mr. Mongoose, an agent of Layman Pointer. (Bray will have a vague recollection of Jock and Mongoose, as people who might have been around the business before, but he wasn't always paying attention then.) Mongoose will say that he and his associate Jock have come to rectify an unfor-

tunate error, that of the clerk at the Pointer businessplex. The wrong gold was allotted to the PCs, Mongoose will say, but they have brought the correct gold. (Jock will confirm this: "Yeah, youse guys got the wrong gold, but we got the right gold and we wanna make a trade.") A telepathic scan will prove that he is technically telling the truth, but that his boss has ordered him to exchange the gold through means fair or foul. The more infuriated either becomes, the more their thoughts will turn to foul means. Neither man knows why the exchange is to be made, nor will they verbally reveal who told them to make the exchange. Neither man knows about the PCs' abilities.

If they are not given the gold, Mongoose will try to switch it without the PCs noticing. If worse comes to worse, they will attack to get the gold, keeping in mind the superior numbers of the PCs. Jock will rely mostly on his weapons and physical abilities, while Mongoose will try to use his mental mutations to best effect. If captured, Mongoose and Jock may be persuaded to tell all they know; that is very little except the name of their employer, Rene Lacquemont. Bray Pointer will recognize the name as one of his father's most important employees.

Location B: The Pointer Complex

This is a huge building complex, made up of two dozen condominiums and offices. Bray essentially knows his way around, but is unfamiliar with most of the tenants. The other characters have visited the complex, but not often.

1. Layman Pointer's Suite

Bray's passcards will open the doors to this area. When the party enters they will meet Jenkinz, Layman's personal physician. The doctor, who is perplexed and agitated, will stop the PCs from entering Layman's room, citing Layman's ill health. Dr. Jenkinz is busy pondering the cause for Pointer's strange malady, which he will be loath to talk about. (Bray has no knowledge of any health problems his father has beyond his chronic wheezing.) If he is coaxed to talk, either to the press or the relative, whichever tactic is used most strenuously, he will be abrupt and curt in his speech. He will pull forth all manner of complex medical terminology to mask his inability to determine the cause ("idiopathic," he will call it). Essentially, Pointer collapsed, as though suddenly weakened. He was discovered by a chambermaid named Mathilde, whom Jenkinz thinks is still on the premises. He is unconscious, the doctor will say, and may be killed by any sudden shocks.

Anyone making it into Pointer's room will see Pointer lying on his bed, asleep and barely breathing. His subconscious thoughts and emotions are all concerned with pain and suffering. No clue to the malady will be apparent, but Mathilde's wisk broom is still in the room. If anyone checks, it will be noted that there is still dust on the mantle and on the table, as if they hadn't been cleaned today.

Mathilde is still on the premises. She is in her room, packing her bags to leave. She will be so occupied for one hour after the beginning of the adventure. Afterward, she will head to Rene Lacquemont's office to meet him so that she can escape to the Seeker camp fifty miles away. She blasted Pointer with her Death Field Generation mutation (which she can still use once more today), then drugged him. Her intention was to incapacitate Pointer so that he could not find out about Lacquemont's operation following the money mix-up. She knows about the counterfeiting operation but does not know the location of the warehouse. If confronted in her chambers, her Mental Shield will alert her as the PCs approach her room. After priming her Mental Shield, she will demand to know who the PCs are and why they are interested in her. If asked about Pointer, she will sigh and act flustered as she recounts a false story about how she was simply dusting and sweeping the rooms as she always does when she discovered dear Mr. Pointer lying face down on the blessed floor. She immediately sent a boy to get the doctor, who came right quickly. Her Mental Shield will make telepathic or empathic verification of this difficult. Though she has some powerful mutations, she is neither very smart nor emotionally stable, and may be broken down through skillful interrogation or threats. If she thinks she is in severe danger, she will use her Death Field Generation and Mental Invisibility to escape. If captured and defeated, she may be encouraged to tell all she knows, see NPC section.

2. The Treasury Office

Wikki Jay is in her office as usual. She will recognize Bray and Normat, whom she will address courteously. She does not know that the money she gave to the two before was counterfeit, but she remembers the tag on the bag. If questioned about the bag, she will direct the PCs to Lacquemont's office. She wonders why Rene Lacquemont removed all his money, but since he told her not to worry about the situation, she will not mention it unless she is told that Lacquemont could be a counterfeiter. Wikki takes her job very seriously, and will not intentionally reveal the details of Mr. Pointer's business transactions to members of the press, whom she does not trust). She is ignorant of the counterfeitting operation.

Moose guards the treasury. He will avoid conversation with the PCs, and allows no one except those with a red Pointer complex card to go into the vault where most of the money is kept.

Location C: Rene Lacquemont's Office

This building is always locked, and is generally uninhabited. The building is a combination garage-house, with garage facing the street and the front door off to the left side. Rene Lacquemont will probably not come here during part one, but if the PCs wait for a couple of days before conducting their investigation, he will assume the danger is past, resume his duties and return here for regular business. Mathilde the chambermaid might come here after she finishes packing, unless she is confronted before then (see location B). If she is caught here, she will be at a loss to explain herself. She will invent a transparent lie about being hired to clean Lacquemont's office on her day off, but will bungle the attempt to deceive. She does not share Lacquemont's absolute dedication to the Seekers, and may be convinced to tell all she knows about the counterfeiting operation. But she doesn't know the location of the warehouse. If she feels threatened, however, she will try to escape.

The PCs will discover various items of interest if they search the office. These items include a desk drawer containing a counterfeit gold piece and a real one, several letters rolled and tied with stalks of wheat, and documents from Lacquemont's legitimate business. The letters are from someone named "Leaf-

let" (Lacquemont's superior in the Seekers). The letters contain no useful information and no details, they don't even mention the Seekers. The business documents include memos and reports covering Lacquemont's job with Pointer, but several of them also mention the warehouse at location D.

The garage is empty, but there are tread marks from a very large vehicle.

Location D: The Counterfeiting Warehouse

Shortly after the beginning of part one, Rene Lacquemont moved the fool's gold from the treasury at the Pointer complex to here.

This is a twenty-meter, one-room building with a second, smaller room in the northeast corner. The large room contains a large smelting furnace and cauldron filled with several tons of molten metal, a coin press, and dozens of crates of false gold coins. All these can provide cover in a fire fight. The molten metal causes D6 heat damage. The smaller room contains a table and chairs with several maps of the area and complex economic reports listing expenditures by several business in the city. There are a few broken shafts of wheat tossed into the corners (discarded ties from scrolls). Lacquemont's huge Baysmouth car is parked outside.

Rene Lacquemont will be here most of part one, plotting and hiding in the back room. His assistants, Molk, Fester, Sessperwet, Spinwray and Kintal, are hard at work pressing new coins and boxing old ones. They have been instructed to continue their work until Lacquemont gives a counter-order or the integrity of the operation is compromised. The NPCs will try to stop anyone who breaks in. Sessperwet is likely to spot any invading PCs with her telepathy.

Lacquemont's tactics will be whatever is necessary to save the operation, although he will sacrifice the counterfeiting operation to save the broader plan for conquest. He will Teleport out at the first sign that the fight is going against him (but he'll be back in part two).

After Lacquemont leaves, Molk and Fester will fight until death. Molk will use his Light Manipulation ability to become invisible, use his Mental Blast and his Density Control (others). When this tactic is no longer useful, he leaps into combat, using his Life Leech only if he is seriously wounded. Though he cares little for his associates, he doesn't want to suffer the incapacitation caused by his Death Field Generation, but he will use this mutation as a last resort. Fester will not stop to consider tactics, leaping into combat immediately, using his teeth and poisoned claws.

Sessperwet and Kintal will be more inclined to surrender or escape if the odds look very bad. Sessperwet is afraid of dying, and can usually predict death with her Precognition. She has no problems with causing others to die, however, and will use her Fear Generation to steer others toward Molk or Fester. Kintal is only in this for the money. He will use his scatter gun and pistols if necessary, but if he sees the whole operation crumbling, he will look to bolt.

Spinwray, a true Seeker, will fight until she is in danger of being seriously injured, and will escape if possible.

If the NPCs are killed or routed, the PCs will be able to take custody of the counterfeit coins stored here, all ten thousand them.

Location E: Zu Wingz Refugee House

This is a hostel for refugees from outside the city. A place where they can live while adjusting to city life. The hostel was named for a hero who fell in the earliest struggles to establish New Janeeva. It is funded by regular contributions from the populace. Zu Wingz catches fire early in part one. Nobody knows how the fire started. If the PCs do not go there immediately when Theban Whitbeck tells them about the fire, the wooden building will be a charred ruin when they pass by it. If they go immediately, read the following.

> Zu Wingz, a free domicile for the homeless, is burning. Dozens of people, mostly pure strain humans, have gathered to watch the blaze. But no firemen are on the scene. The crowd's attention is focused on the top floor of the two-story wooden building, where two children are thought to be trapped. There is definitely at least one person up there, because earsplitting hysterical screams come blasting out of there about once a minute. The sounds seem to be coming from the front of the building

The domicile is a two-story wooden building 35 meters long and 15 meters wide. The entire lower story is engulfed in flames. The second floor is divided into a hallway and four rooms. There are two people trapped on the second floor, an eight-year-old girl named Zuzi and a five-year-old boy named Larz. Both of whom are scared out of their wits. The girl is maintaining a hemispherical field of Repelling Force around the two of them, while the boy is regularly screaming at the top of his lungs, which creates a Sonic Blast with a range of 20 meters. The girl's Sound Imitation ability makes her immune to the blast, but the PCs are not.

The PCs provided with this adventure have no special abilities that will help them save the children, but they can succeed through sheer ingenuity. If not, the fire brigade will arrive ten minutes after the PCs. The room containing the children is not yet on fire, but the rest of the top floor is smoldering. Unprotected characters who enter these areas suffer d4 heat damage each action turn.

Part Two
Roll the Presses!

Judge's Information

When Lacquemont escapes, he knows he has to stop the PCs from publishing their story. His superiors have told him that they will call off the invasion if news of it leaks out. The outnumbered Seekers need surprise in order to win, and the Seeker leaders will not risk the wholesale slaughter that would ensue if surprise were lost.

Lacquemont is prepared to deal with this problem, he has a team of fourteen advance strikers ready to do his bidding. They wait at the small town of Jennowa, six and a half kilometers down the coast. They have several vehicles, including at light aircraft. Lacquemont these commandos to cripple the New Janeeva Herald-Prognosticator before the story can be printed, and to remove any New Janeevans who might threaten the plan. Part of the team will attack the paper's office, intending to destroy its capacity to print any newspapers. Others will go to Lacquemont's office and warehouse to destroy all the evidence. Still others will go to eliminate those at the Pointer complex who might have an inkling that something is going on — treasury secretary Wikki Jay and guard Moose. They all have instructions to rendezvous at the boat-

house (location F), where Rene Lacquemont will be waiting to take them back to Jennowa after their missions are completed. Everyone involved in the operation knows the basic plan of this whole endeavor, but not the details, unless noted otherwise. For example, those not involved in the attack on the Pointer complex will know that some Seekers have been sent there to kill someone. However, they do not know who the targets are and which Seekers are involved. Only Rene Lacquemont knows the whole plan in detail.

Location A: The New Janeeva Herald-Prognosticator

One hour after Lacquemont escapes from the warehouse, twin-engined plane arrives over the office and begins disgorging paratroopers. The plane's appearance over the city does not attract any attention — it belongs to Layman Pointer, and the Herald-Prognosticator covered its maiden flight in detail.

Read the following if the PCs are at the paper when the plane arrives:

> As you hoped, the story of a lifetime has landed in your laps. The paper's hot-type press is just warming up, ready to print the front page story of what is certain to be the most eagerly-purchased issue of the New Janeeva Hearald-Prognosticator ever. You are now faced with the problem of choosing just the right bigwordline to introduce the story. Not just any bigwordline will do. The current suggestions are: Funny Money Threatens City, Prominent Businessman Linked to Fool's Gold, or Local Bigwig Dirties Hands With Funny Money. The decision is ultimately Speckle John's, but everybody has an opinion.

Pause for a moment to let the characters discuss, or argue about, the bigwordline (headline), then read the following:

> Your conversation is punctuated by a heavy thud which shakes the roof, causing a light dust shower.

Pause for player actions.

One of the commandos, Burke, caused the thud. He increased his density and free-fell onto the roof. His Carapace and Enhanced Skeleton save him from injury. The five other commandos assigned to attack the building, Twitterwitter, Shhhhhhh, Lancustrade, Merbin, and Shallah, are using parachutes. They will land two action turn after Burke hits the roof.

On the second action turn, Burke uses Molecular Disruption to make most of the roof collapse, and falls into the building with it. Characters inside the building take D6 impact damage from falling debris. If he remains conscious after the Disruption, he shouts "This is a warning to keep your mouths shut, punks!" as he hits the floor. He follows up with a Sonic Blast.

The parachuting characters will drop through the hole, and will be active as soon as they land. (Twitterwitter will lay down a pattern of automatic fire on the way down if there are any PCs outside, incurring a −1CS per bullet shot from the air.)

Each Seeker has a different specialty on this mission.

Burke is a powerhouse in his Dense form, and will try to ravage as much of the building as he can. He is one of Lacquemont's dedicated followers, and will return to him (at location F) if he is forced to escape.

Twitterwitter can protect the others with his weapons, but has been instructed to destroy the hot-type press with his Transmutation ability. He does not like rabbitting in the face of danger, but will begrudgingly retreat if Shallah calls the force back.

Shhhhhhh will stay in the air, not wishing to endanger her gas bags, but will call down a swarm of firefly yellowjackets on the building, directing it at whomever she thinks would make a good target. (Insect venom bothers Liese-Ann, but Shhhhhhh does not know this.) Shhhhhhh is a reluctant warrior, and will gleefully welcome a retreat whenever it is called. She will not retreat on her own, however, unless Shallah is incapacitated or killed.

Lancustrade will try to interpose himself between PCs and Seekers and use his energy manipulation abilities. He will follow Shallah's directions even at harm to himself.

Merbin has no parachute, Lancustrade carries him down. Merbin will use his Pyrokinesis to destroy all flammable paper in the building. He will not intentionally get himself into a situation where he can get hurt, but he might have trouble avoiding this once he gets inside the building. He has no qualms about scurrying out a window if things look bad for his side.

Shallah leads this attack force, she will use her weapons as she sees fit, attacking from a distance and avoiding direct conflict. She does not want to place herself in extreme jeopardy. If, in her estimation, she sees the mission going sour, she will order a full-scale retreat to the boathouse (location F), using the word "boathouse" to give the order. The group will proceed directly to the boathouse, pausing or deviating from their route only to fight or shake pursuers. If possible, Shhhhhhh will rescue Shallah.

If any of the Seekers are captured and interrogated, all but Merbin will be difficult to break, and even the badger will hold his tongue if Shallah is present. They know all the general plan of the mission. Shallah has a map on New Janeeva that is identical to the Judge's map, including the locations A-G.

After this attack, the PCs might consider their journalistic duty as preeminent. If the attack was thwarted, and Al Wizard survived, they can print the paper. Otherwise, they will have to take to the streets without printed copy and cry the news. The residents will be taken aback by the sudden chain of events. Some will believe the PCs, others will demand proof (a counterfeit coin or two, or a good photograph will convince most people).

Another Lacquemont henchman, Markasus, will be watching for this development. Lacquemont has instructed him to wander the streets to watch for any signs that news of the counterfeiting or invasion is leaking out. Markasus uses his Intuition and Precognition to appear wherever there is activity. His Hostility Field usually just makes people irritable and quarrelsome. Those under the influence of the field will greet the PCs revelations about the near overthrow of the economy grudgingly (Yeah, I s'pose that's possible, what are you doing about it?), cynically (What's the matter? No good stories this week so you had to do a little muck-raking?), or violently (Hey what're try'in ta do? Start a riot? Kill the rabble-rousers!). The field is described in detail on page 56 of the GAMMA WORLD® rule book.

Location B: The Pointer Complex

This location is described in part one. Shortly after the attack on the paper begins, commandos attack here.

1. Layman Pointer's Suite

Pointer is still in his suite recovering from the death field Mathilde generated in his presence last round. Dr. Jenkinz is still outside the door, and will not allow anyone in (although he will hardly put up a physical fight). Pointer will not be attacked.

2. The Treasury Office

Wikki Jay, the polite pure strain human woman who runs the treasury office, and the security guard named Moose are in grave danger. Rene Lacquemont thinks they have some inkling of his counterfeiting operation. However, he does not want their killings connected with him, so he has instructed his followers to make their deaths look like a robbery attempt. Three commandos, Chacker, Kennathy, and Wexterhall, have been sent to do this job. They travel to the complex by army jeep. Chacker is armed with Lacquemont's red Pointer complex card, which will allow him and his partners to enter the treasury without confronting the guards outside the complex. If they are not stopped, they will enter the treasury office and attack Jay and Moose. Wexterhall will use his Mental Paralysis to slow Moose as Chacker and Kennathy use their silenced guns to kill the pair. However, they won't be able to resist the temptation to brag about their superior force and the upcoming destruction of New Janeeva, giving the PCs a few extra minutes to get here. However, if they don't come here immediately after taking care of the Seekers who attacked the paper, the deed will have been done. In this case, both Moose and Jay will be dead in the treasury office, but Moose's gun will have been fired. Moose will have killed Kennathy, but the other two Seekers will have gone to the boathouse with Kennathy's body. Some gold will have been removed from the vault, but much will remain.

Location C: Rene Lacquemont's Office

About a half-hour after the Seekers attack the paper office, Zzastro and Spacklespick will come here, turn the place inside out, and then burn it down. The metal frame of the building will prevent it from destroying surrounding buildings, but the inside will be lost. Unless stopped, they will head for the warehouse (location D) afterwards.

If they are confronted, neither will be inclined to fight. They will try to escape to the boathouse, but will try to stay together. Zzastro will try to use his explosives to discourage pursuit, but will not risk hand-to-hand combat. Spacklespick will use his illusions to mislead or trap the PCs, and will use his Light Generation and Repulsion Field to defend himself and Zzastro. Spacklespick also will use his Empathy and Telepathy to evade capture. If cornered, the two will either plead for mercy or use a distraction, such as an illusion of Lacquemont, to escape. Neither wants to risk bodily harm. They will tell all they know about the mission if captured.

Location D: The Counterfeiting Warehouse

After torching Lacquemont's office, Zzastro and Spacklespick will come here to destroy the remaining evidence. After checking out the building, Zzastro will plant all his damage packs and blow the warehouse to pieces. It will burn for a while after that. They will then head to the boathouse on their Cohol-powered motorbikes. If they are attacked, cornered or captured, see location C above.

Location F: The Boathouse

Rene Lacquemont, Aggran and Clatterbox will be here at the start of part two. They will wait for all their operatives to return from their missions, and then pilot away from New Janeeva by medium powerboat (a restored Krogen power trawler) to the landing strip at Jennowa.

During the course of part two, various operatives will arrive at the boathouse.

The strike team that parachuted to the Herald-Prognosticator office will return here after they have thoroughly wrecked the place and killed as many staffers as possible.

This could take as long as two hours, as they have no ground transport. Shhhhhhh and Twitterwitter will be especially noticeable if they try to walk through the city.

The team sent to kill the Pointer complex employees will arrive after about an hour of play.

The pair sent to destroy the evidence at the office and warehouse will take about two hours to arrive on their motorbikes.

Markasus will go to the boathouse about once an hour during his trips around the city.

Lacquemont will not begin to worry about any overdue strike teams until about two and a half hours after part two begins, when he will send Markasus out to their locations to discover their progress. If, on the other hand, anyone returns to the boathouse reporting a failed mission, Lacquemont will send out available personnel to complete their missions or cover up traces. He will go himself only if he feels it is absolutely necessary. Clatterbox always remains here to pilot the boat, although Lacquemont can do this himself if necessary. If the boathouse is attacked or invaded, Lacquemont and all Seekers present will defend themselves, escaping only when all strike teams have arrived, or their own deaths or capture is imminent.

Lacquemont will use all his abilities to defend himself, and others if necessary. He will, however, sacrifice anyone to protect himself and the integrity of the mission. He can use Flaming Hands of Power (although he will not torch the boathouse, especially while the Krogen is still inside) and Force Field Generation in a fight. He will teleport away if necessary. Note that his Inhibiting Field restricts the mental abilities of all present.

Aggran will throw axes and use his spear as needed.

Clatterbox will use his pistol or the boat's fire extinguisher to blast opponents.

Others present will use their abilities as noted elsewhere.

Once everyone is present or overdue, and all required missions are completed, Lacquemont will order everyone to into the boat and they will sail off to Jennowa. The PCs have access to a speedboat (a Pointer boat tied up 75 meters from the boathouse), and may trail them in the water.

SPECKLE JOHN

(real name unknown)
Male Pure Strain Human

Rank: 4
Tech Level: III
Status: 2

PS	16	*+2 CS to hit with physical weapon*
DX	13	*+1 CS to hit with any weapon*
CN	19	*+3 negative RS on poison and radiation damage*
MS	10	
IN	18	*+2 bonus on Artifact examination*
CH	17	*+2 CS on reactions, 17 followers maximum*

Age: 25 (approximately)
Height: 2.1 m
Weight: 90 kg
Hit Points: 92

Humans receive a +2 bonus when examining Artifacts. When using Tech Level I devices, John is at −2 CS. When using Tech Level II or IV devices, John is at a −1 CS.

Talents: Language (Read & Write Tech III), Negotiation (+Rank to charisma), Scouting & Stealth, Track Identification

Armor Class: Sheath Armor; AC 3; 10 kg; absorbs the first 15 points of damage per round

Weapon of choice: Auto Rifle (Tech III, DX modifier, D20(15))

Other items: Combat knife (Tech II, PS modifier, D4), two tear gas grenades (Tech III, DX modifier, D5 + irritant), dictaphone (with two yellow hydrogen cells), pen and parchment, keys to medium civilian ground car (Ergatz-Belvedere), 35 domars, 3 gold pieces.

Formerly a rover (with your friend Normat Ravage), you settled down when you discovered the Restorationist city of New Janeeva on the shores of Lake Mitchigoom. You took well to civilization. Your abilities as a scout became known to the wealthy transport merchant Layman Pointer, who wanted to establish a regular source of communication for news about and around the city. Pointer founded the New Janeeva Herald-Prognosticator. He taught you to read and write, and hired you as chief reporter and group leader. You have filled this position well. Your quick wit and smooth, inquisitive manner of speaking has gained you many great stories.

LIESE-ANN WAIGE

Female Humanoid Mutant

Rank: 3
Tech Level: III
Status: 2

PS	12	
DX	16	*+2 CS to hit with any weapon*
CN	13	*+1 negative RS on poison and radiation damage*
MS	17	*+2 CS when attacked mentally*
IN	16	*+2 on Artifacts examination table*
CH	11	*11 followers maximum*

Age: 28
Height: 1.7 m
Weight: 48 kg
Hit points: 55

Waige uses Tech Level I devices at −2 CS, and Tech Level II and IV devices at −1 CS.

Mutations: Heightened Sight (MS 9), Telepathy (MS 10), Sound Imitation (MS 8), Vulnerable to Insect Venom (MS 7), Chameleon Powers (MS 7), Heightened Balance (MS 9), Mental Blast (MS 7)

Talents: Dancing, Lockpicking, Pilfering, Language (Read & Write Tech Level III)

Armor Class: None; AC 0

Weapon of choice: Auto Pistol (Tech III, DX modifier, D12).

Other items: Blackjack (Tech II, DX modifier, D2), lockpick set, hairpins, whistle, atomizer of bugspray, small ball of string, handbag, deck of cards, lipstick, lampblack, stolen passcard to council building, spare keys to medium civilian ground car (Ergatz-Belvedere), 30 domars, 1 dahler.

You were once a sneak thief in the Restorationist city of New Janeeva on Lake Mitchigoom, employing your mutant abilities for criminal purposes. You were purloining some excess wealth from a transport merchant, Layman Pointer, when his men captured you. You feared for your continued freedom, but Pointer offered you a deal. Instead of going to jail, you would work for him on his new venture, the publishing of a newspaper. You agreed quickly — your alternatives were slim — and started work as an investigator, using your abilities to gain information for the New Janeeva Herald-Prognosticator. You had no intention of staying in this role long, but you have continued because you find it enjoyable.

BRAY POINTER

Male Pure Strain Human

Rank: 2
Tech Level: III
Status: 4

PS	11	
DX	10	
CN	15	*+1 negative RS on poison and radiation damage*
MS	16	*+2 CS when attacked mentally*
IN	10	
CH	12	*12 followers maximum*

Age: 21
Height: 2.1 m
Weight: 72 kg
Hit Points: 69

Humans receive +2 bonus when examining Artifacts. When using Tech Level I equipment, Pointer receives a −2 CS. When using Tech Level II and IV equipment, Pointer receives a −1 CS.

Talents: Language (Read & Write Tech III), Power Boating, Language (Trade tongue of merchants), Mount Control (horses)

Armor Class: None; AC 0

Weapon of choice: Stun Ray Pistol (Tech IV, DX modifier, DStn 2).

Other Items: Pen & spiral notebook, keys to Standard speedboat, spare keys to medium civilian ground car (Ergatz-Belvedere), 135 domars, 17 gold pieces, 4 dahlers, two identification cards, red passcard to Pointer complex treasury, gold choker, handkerchief, boutonniere, several photo opportunity shots of self and beautiful women.

The son of extremely wealthy transport dealer Layman Pointer, you spend your old father's domars like water in the Restorationist city of New Janeeva on the shores of Lake Mitchigoom. Your father taught you some of the basics of the transport industry, but you had little patience for his teachings, preferring instead to hobnob with the notables and beautifuls of New Janeeva. Recently, your father concocted a scheme to get some work out of you, masking it as a philanthropic attempt to better communications in New Janeeva. He created the New Janeeva Herald-Prognosticator, which is something called a newspaper. He assigned you to work with the menials there as a liaison for him, instructing you to assist them in any way possible. Working for a living never much excited you, but you help out with your connections and wealth to stave off boredom and to fulfill your father's wishes. Still, there are a few cute women here, so it isn't all bad.

The working employees of the Herald-Prognosticator are:

SPECKLE JOHN: a male pure strain human, is the paper's chief reporter and organizer of investigations. He's a ruffian from the barbaric outside, but has a quick mind and an imposing personality.

NORMAT RAVAGE: a male humanoid mutant, is the bodyguard for you, and the paper as well. He is Speckle John's close friend, and listens closely to what he says. He is immensely strong and nearly invulnerable. He can reduce the temperature at will, and he can sense others' emotions. All-in-all, a man not to infuriate.

LIESE-ANN WAIGE: a female humanoid mutant, is more your style. A crafty little vixen, she is capable of reading minds and blending in with her surroundings. Father caught her trying to burglarize his home, and instead of turning her over to the law, he convinced her to be an investigator for him. Perhaps you can use that as an ephemeral advantage in any romantic dealings with this one.

JANNAH MAYALLMET: another female humanoid mutant, is younger than Liese-Ann, but still fair game. She's devoted to her cameras, and works for the paper as a photographer. She is fast with her hands, and can bend light. She is difficult to distract from her work, and when on a job she places herself in the most danger possible. She hates being rescued, but she need not worry about that from you — you abhor danger.

AL WIZARD: a male humanoid mutant, is the oldest in the group, a wizened old mechanic who knows all there is to know about machines. He often uses his magnetic and electrical powers to assist him in printing the paper. He disapproves of you, you think, and comes along on every investigation to dispense what he calls technical advice.

You are interested in the chief reporter, and you know that the knowledge you are gaining will be useful if you ever return to criminal pursuits.

Others employed by the paper include:

SPECKLE JOHN: a male pure strain human, is the quick-witted chief reporter, who coordinates most of the investigations. You find him attractive, and are beginning to start a romance with him. John hates it when you read his mind, which is natural for you, and difficult to stop. A bigger worry, however, is the influence of John's friend, Normat Ravage.

NORMAT RAVAGE: a male humanoid mutant who acts as a bodyguard to you all, is Speckle John's close friend from years back. He is immensely strong, and can sense the emotions of others. In addition, he cannot feel pain and can make the temperature colder at will. All this makes for a sure damper on your conquest of Speckle John, should Ravage decide to interfere.

BRAY POINTER: a male pure strain human, is the son of the rich chopshopper who bankrolls all of you. He is quite wealthy himself, and has many connections in town. He expects you to fall for him because of his wealth and connections, not necessarily a flawed assumption. Still, you're occupied. You do use Pointer for information and introductions when necessary.

JANNAH MAYALLMET: a female humanoid mutant, is the crew's photographer. She can bend light, and can instantly transfer objects from one location to another, a talent you'd like to have if she can teach it to you. She is young and not interested in anything but excitement.

AL WIZARD: a male humanoid mutant, is the paper's printer and mechanic, but he comes along on all missions to give advice to everyone, including you. He tries to act as the group's conscience, a role which doesn't please you. He wears glasses, and is almost blind without them. He knows quite a bit about machines, and can figure out what is wrong with them by merely touching them.

You have developed an easy working style with your colleagues, which allows each to use his or her unique abilities on each story. The other employees of the Herald-Prognosticator include:

LIESE-ANN WAIGE: a female humanoid mutant and former sneak thief, is a top-notch investigator. Her telepathy and stealth abilities make her impossible to locate or avoid when she's on a case. Liese-Ann and you have been drifting toward a romance in recent weeks. However, she seems unfeeling when you demand that she not read your thoughts. You are beginning to care too much, you think, for this woman with a shady past.

NORMAT RAVAGE: a male humanoid mutant, is ostensibly the paper's security guard, due to his phenomenal strength and his ability to sense the emotions of others before they can act. He also feels no pain, and can make it colder at a glance. He has been your friend for many years, having trekked the frozen wastes of the White North with you. Though you lack his empathy, you sense that he is uncomfortable in this big city, and would prefer to be back in the wilds.

BRAY POINTER: a male pure strain human, is Layman Pointer's son. He acts as liaison between the group and his father, and has many connections in high places in New Janeeva. He is occasionally haughty, but is usually helpful, mostly to avoid boredom.

JANNAH MAYALLMET: a female humanoid mutant, has a great love for the devices of the Ancients called cameras. She uses them to take photographs which appear in the paper. She can use light to her advantage, even producing blinding flares. She is impetuous and often places herself in great danger while pursuing difficult photographs.

AL WIZARD: a male humanoid mutant, is a mechanical genius, able to control magnetism and electricity. He spends much of his time researching complex devices. He runs the paper's printing press, but he comes along on all investigations as an advisor. He has the kind of wisdom only age can provide, and his advice goes far beyond the merely technical.

NORMAT RAVAGE
Male Humanoid Mutant

Rank: 1
Tech Level: III
Status: 1

PS	18	*+2 CS with physical weapon*
DX	12	
CN	17	*+2 negative RS on poison and radiation damage*
MS	11	
IN	10	
CH	11	*11 followers maximum*

Age: 26 (approximately)
Height: 2.25 m
Weight: 118 kg
Hit Points: 83

This humanoid receives a −2 CS when using Tech Level I technology, and a −1 CS when using Tech Level II or IV items.

Mutations: Cyrokinesis (MS 6), Heightened Strength (MS 12), Kinetic Negation (MS 9), Empathy (MS 8), No Pain (MS 10)

Talents: Weather Prediction, Language (Read & Write Tech III), Jumping/ Leaping, Bird Calls

Armor Class: Studded Leather (Tech I, AC 3, absorbs 15 points per round, 15 kg)

Weapon of choice: Bolt Action Rifle (Tech III, DX modifier, D12).

Other items: Combat Knife (Tech II, PS modifier, D4), crossed bandoliers of bullets, 14 domars.

"With the proper tools," your late father said as he died from the searing laser, "the world will be as it was. The tools, son! Remember the tools!" It would be hard for you not to remember the tools, as you have inherited your father's molecular understanding of machines. And though he died in the wars that strengthened the integrity of the city New Janeeva, you have toiled there in peacetime. You worked on the reconstruction of the city after it was attacked by Red Death marauders decades ago, and in the expansion of the

JANNAH MAYALLMET
Female Humanoid Mutant

Rank: 1
Tech Level: III
Status: 2

PS	14	*+1 CS with physical weapon*
DX	18	*+2 CS with any weapon*
CN	15	*+1 negative RS on poison and radiation damage*
MS	12	
IN	14	*+1 bonus on Artifact examination*
CH	14	*+1 CS on reactions, 14 followers maximum*

Age: 19
Height: 1.7 m
Weight: 46 kg
Hit points: 54

Mayallmet receives a −2 CS when using Tech Level I items, and a −1 CS with Tech Level II or IV technology.

Mutations: Heightened Sight (MS 9), Light Generation (MS 10), Infravision (MS 8), Ultravision (MS 8), Body Change: Inner Eyelids (protect from sudden lightbursts, MS 12), Light Manipulation (MS 6), Teleport Object (MS 7), Allergic to Feline Fur (MS 10)

Talents: Photography, Reflexes, Distracting (double attack rank), Language (Read & Write Tech III), Sleight of Hand.

Armor Class: None; AC 0

Weapon of choice: Flaregun (Tech III, DX modifier, D10).

Other items: Home-built daguerreotype box camera, flashgun & powder charge, extra sepia-copper plates for camera, Kolakroid instant camera with two shots left (can be used infrared), birdie, camera bag, pen and parchment, ruler, high-beam flashlight with one red chemical cell, 30 domars, 1 gold piece.

The daughter of a teacher and an artist of New Janeeva, you grew-up without a care. You developed an urge to risk your life in pursuit of challenges, much to the chagrin of your parents, who reminded you of the deaths of many who fought the bitter battles that solidified New Janeeva so that young ones like you might not have to risk their lives. Nonetheless, you continued your reckless streak, pushing your abilities to the limit. Not having the gift of painting like your mother, you took to photography, with her blessings and equipment.

AL WIZARD
Male Humanoid Mutant

Rank: 5
Tech Level: III
Status: 2

PS	15	*+1 CS with physical weapon*
DX	14	*+1 CS with any weapon*
CN	10	
MS	11	
IN	16	*+2 bonus on Artifact examination*
CH	9	*−1 CS on reactions, 9 followers maximum*

Age: 53
Height: 1.9 m
Weight: 55 kg
Hit points: 48

Wizard receives a −2 CS when using Tech Level I items, and a −1 CS when using Tech Level II or IV technology.

Mutations: Mechanical Genius Capability (MS 12), Heightened Precision (MS 13), Electrical Generation (MS 9), Immunity to Electricity (MS 8), Psychometry (MS 8), Magnetic Control (MS 9), Molecular Sense (MS 10), Nearsightedness (MS 10).

Skills: Engineer/Mechanic Professional Skill (Level 5), Graphics (Level 4).

Talents: Language (Read & Write Tech III), Lockpicking, Woodcraft, Knot Tying & Untying.

Armor Class: Force field belt (Tech IV, −1 RF, power H30hr, 5 kg)

Weapon of choice: Handmade auto rifle (Tech III, DX modifier, D20(15)) with one bandolier of bullets.

Other items: Small damage pack, two fragmentary grenades, compact cassette recorder with two environmental cassettes and headphones (one chemical cell), harmonica, splicing knife, 15 cm ruler, drawing compass, rags and hand lotion, spectacles, Western paperback novel, 55 domars.

You and your friend Speckle John used to roam the savage wastes of the White North, forging an existence against all odds. You loved the struggle against nature, but when you came to the coast of the Great Lake Mitchigoom and discovered the Restorationist city of New Janeeva, Speckle John suggested you both retire from the fight for survival and settle down among the Restorationists. At first you were skeptical, but his eloquent words convinced you, as they had on so many other occasions. You

transportation industry under wealthy merchant Layman Pointer. Pointer enlisted you for his latest venture, the reestablishment of a free press. At his request, you serve as printer and mechanic for his newspaper, the New Janeeva Herald-Prognosticator. There, Pointer's young staff has worked wonders in communicating the fair and honest truth to the New Janeevans. You have helped them not only in matters of mechanics, but in attending their investigations and advising them as only a wise man of your years can do. You call this "technical advice," but it encompasses much more.

The staff of the Herald-Prognosticator includes the following:

SPECKLE JOHN: a male pure strain human, is the chief reporter and the group's leader. He's a bright young lad, generally capable of solving the problems that confront him. He welcomes your advice as an intelligent young man should.

LIESE-ANN WAIGE: a female humanoid mutant, is an investigator because she can read minds and camouflage herself. She's a former sneak thief, and you're not sure why Mr. Pointer trusts her. You cannot argue with the fact, however, that she's cinched some great stories for the paper.

BRAY POINTER: a male pure strain human is the old man's son. He acts as his father's liaison to the paper. The kid has always been a socialite and a flighty one at that. Mr. Pointer has finally found a way to focus the boy's eye away from women and onto some actual work, although that doesn't always hold true.

NORMAT RAVAGE: a male humanoid mutant, is Speckle John's long-time companion. Pointer hired him as bodyguard for the entire crew at Speckle John's urging, a good move considering Normat's colossal strength and near invulnerability, his ability to freeze the very air, and his emotion-sensing talent. He gets skittish about city matters, but you try to allay his unease.

JANNAH MAYALLMET: a female humanoid mutant, is the staff photographer. She uses her light manipulation and object moving abilities to improve her pictures. She's a good girl, but is as reckless as most kids her age. You try to calm her down when she goes too far astray, which she resents but at least she survives.

She wanted you to take pretty nature scenes, but you enlisted in Layman Pointer's brilliant new organization, the New Janeeva Herald-Prognosticator. Acting as staff photographer, you have the license to take difficult, dangerous pictures like you wanted. You told your mother that a picture that the photographer didn't risk death over was not front page material. Your recklessness often gets you into trouble, but you hate being rescued, as it suggests you put yourself in over your head.

Others who work with you on the Herald-Prognosticator include:

SPECKLE JOHN: a male pure strain human, is the paper's chief reporter and investigation organizer, a job which he performs brilliantly. He prefers that you not rush headlong into danger, but concedes that you do get some classic pix that way.

LIESE-ANN WAIGE: a female humanoid mutant, is an investigator, due to her telepathic and stealth abilities, including camouflage. You think she likes Speckle John, but aren't sure. A former sneak-thief, she has courage and craftiness that you admire.

BRAY POINTER: a male pure strain human, is the liaison between the paper and the publisher, his father Layman. He is a socialite and a coward who flashes money about and expects the girls to come running. You couldn't care less.

NORMAT RAVAGE: a male humanoid mutant, acts as security officer for the group. He is exceedingly strong and capable in combat, feels no pain, can create cold at will, and senses the emotions of others. He must surely sense that you like him a great deal, although not more than your work.

AL WIZARD: a male humanoid mutant, is the paper's printer and mechanical genius. He can manipulate magnetism and electricity. He thinks of you as a nice kid, which will do for the moment. He encourages you to employ more caution, but you didn't listen to your mother on that score either.

settled-in uneasily. Your adjustment to the civilized customs and technology did not come as easily to you as it did to Speckle John. He received employment from a merchant named Layman Pointer, who needed Speckle John's intelligence for his new venture, the newspaper called the New Janeeva Herald-Prognosticator. Speckle John suggested that you serve as bodyguard, in case the venture should prove dangerous. You have done so since, protecting Speckle John and the others as they uncover great stories.

SPECKLE JOHN: a male pure strain human, has been your closest friend for many years. He is extremely intelligent, and can solve almost any problem. He leads the group as chief reporter, and you always follow his instructions. You have noticed that his emotions are in constant flux lately, increasing in intensity when he thinks of his developing romance with Liese-Ann and your discomfort with city life.

LIESE-ANN WAIGE: a female humanoid mutant, is an investigator. She is capable of reading minds and blending into her surroundings. She is attracted to Speckle John, but her intentions are not clear. You worry because she was once a cat burglar; you hope she will not attempt to steal Speckle John's heart. You do not typically interfere in Speckle John's affairs, but you do not want to see him hurt.

BRAY POINTER: a male pure strain human, is the liaison between the paper and the publisher, Bray's father Layman. He is a city creature, with intentions which rarely go beyond the social. He uses his wealth and contacts to help the paper, but only to relieve his boredom. His eye always roves among the women, his intentions very obvious.

JANNAH MAYALLMET: a young female humanoid mutant, is the paper's photographer. She uses her abilities to bend light and to instantly move objects to gain excellent photographs for the paper. She is reckless and thrill-seeking, and betrays no fear. She likes you very much, and you return the feelings.

AL WIZARD: a male humanoid mutant, is the paper's printer, using his perfect comprehension of machines and his abilities to manipulate electricity and magnetism to the paper's benefit. He is older than the rest of you, and very wise. Speckle John welcomes his technical advice, but others do not.

Non-Player Characters

Aggran (male gren)

Rank: 1 Tech Level: 1 Status: 1 HD: 20

PS	DX	CN	MS	IN	CH
16	15	15	16	15	13

Hit Points: 70 **AC:** 6 **Morale:** 13

Weapons: Two Throwing Axes, Spear, Dagger

Aggran is literally on loan to the Seekers as an emissary from a nearby tribe of grens. Grens share the philosophical goals of the radical Seekers. Aggran has trouble taking Lacquemont's dedication seriously when he is so involved with the hated technology. Nonetheless, Aggran believes in doing his duty to his tribe, and will stand fast by the Seekers. Aggran's voice is deep and crackly, and he wears the standard gren fashions made of leaves and animal hides.

Burke (male humanoid)

Rank: 1 Tech Level: II Status: 1

PS	DX	CN	MS	IN	CH
16	8	15	10	11	12

Hit Points: 58 **AC:** 6 **Morale:** 11

Mutations:
P Density Control (Self) (MS 8), No Pain (MS 10), Skeletal Enhancement (MS 9), Sonic Blast (MS 7), Full Carapace (MS 11)
M Molecular Disruption (MS 7)

Burke is Rene Lacquemont's assistant. He follows Lacquemont's instructions without question. He is a gruff, angry man who is inclined to use his fists rather than his mouth. He is below average height (1.8 meters) and has a stocky build, with a boyish face and a deep voice.

Chacker (male human)

Rank: 3 Tech Level: III Status: 1

PS	DX	CN	MS	IN	CH
14	13	12	9	11	13

Hit Points: 44 **AC:** 2 **Morale:** 9

Weapons: Silenced Revolver

Chacker, who has been pals with Kennathy for years, is a mercenary recruited by the Seekers to perform jobs like this one. He is a leather-clad, cigar-chomping combat veteran who conceals any morals he might have. He much prefers a superior position in combat, trees and gunnery enclosures being two of his favorites. He carries Rene Lacquemont's red Pointer complex card during part two.

Clatterbox (male human)

Rank: 2 Tech Level: III Status: 1

PS	DX	CN	MS	IN	CH
9	11	13	12	16	9

Hit Points: 56 **AC:** 3 **Morale:** 7

Weapons: Revolver, Fire Extinguisher

Clatterbox is a mechanical genius who works for Lacquemont. He can drive and fix almost any vehicle. He hates fighting, but does not crack under its pressure. He whoops and hollers as he enters any altercation. He cannot fight quietly. He wears a dirty sailor's uniform and a Canadian toque (knit cap).

Fester (male mutated tiger)

Rank: 1 Tech Level: II Status: 1

PS	DX	CN	MS	IN	CH
18	18	18	11	9	14

Hit Points: 91 **AC:** 1 **Morale:** 12

Mutations:
P Poisoned Claws (I10 delusion poison, MS 10), Mane (MS 9), Immunity to Suffocation (MS 12), Heightened Speed (MS 8)
M Egotistical Insanity (MS 9)

Weapons: Teeth (D10) and 2 Claws (D5 + D5 delusion poison)

Fester is a Seeker who believes in the goals of the radicals. He wants to see ancient civilization eradicated so man and animals can live in peace. Fester is willing to kill anyone to accomplish that goal. He is a brutal, self-obsessed monster, unwilling to respect the rights of others. He has recently directed much of his brutality at Sessperwet, but he still has enough hostility to around. He can stand erect or rest on all fours as he desires.

Wikki Jay (female human)

Rank: 1 Tech Level: III Status: 2

PS	DX	CN	MS	IN	CH
8	9	14	13	10	11

Hit Points: 45 **AC:** 0 **Morale:** 8

Wikki Jay is the treasury secretary for Layman Pointer's estate, a job which she takes very seriously. Still, her mind is not always on her work. She is very polite and understated, and prefers others to be the same. She has a red Pointer complex card.

Jenkinz (male human)

Rank: 5 Tech Level: III Status: 3

PS	DX	CN	MS	IN	CH
10	13	13	14	16	11

Hit Points: 38 **AC:** 0 **Morale:** 4

Skills:
Medicine, Reflexes, Medical Trade Language

Jenkinz is a doctor who works for Layman Pointer. He is a crotchety, middle-aged man who does not like to admit his failures. He intentionally speaks in a cryptic tongue to baffle his listeners. He wears a white robe.

Jock (male humanoid)

Rank: 1 Tech Level: III Status: 1

PS	DX	CN	MS	IN	CH
17	10	17	10	8	6

Hit Points: 65 **AC:** 3 **Morale:** 10

Mutations:
P Heightened Strength (MS 10), Infravision (MS 6), Kinetic Negation (MS 9)
M Plant Control (MS 4)

Weapons: Bolt Action Rifle

Jock is an employee of Rene Lacquemont. He does not speak much, and has a high-pitched laugh. He wears a football uniform over his sheath armor. He is not a Seeker.

Kennathy (male human)

Rank: 2 Tech Level: III Status: 1

PS	DX	CN	MS	IN	CH
15	10	11	8	8	9

Hit Points: 39 **AC:** 2 **Morale:** 8

Weapons: Silenced Revolver, Combat Knife

Like his pal Chacker, Kennathy is a mercenary, though not as old or experienced as Chacker. He treats death and combat as games, laughing his way through bloodshed. He is hyperemotional, and Chacker often has to calm him down. Like Chacker, he wears heavy leather with the colors of the Guardian Angels on his back.

Kintal (male human)

Rank: 1 Tech Level: III Status: 1

PS	DX	CN	MS	IN	CH
16	13	14	10	14	9

Hit Points: 51 **AC:** 0 **Morale:** 7

Talents: Rock use, rock identify, lockpicking
Weapons: Scatter gun, two auto pistols

Kintal is a resident of New Janeeva who Rene Lacquemont recruited to help engineer this operation. Kintal is a mercenary, and cares little who his employer is, as long as his money is good (not counterfeit). He has no intention of risking his life for the cause. He is a mean little man with a heavy beard and a strong build, and has a crackling voice and a nervous twitch.

Rene Lacquemont (male humanoid)

Rank: 4 Tech Level: III Status: 4

PS	DX	CN	MS	IN	CH
13	14	16	18	17	18

Hit Points: 78 **AC:** 0 **Morale:** 18

Mutations:
P Energy Absorption (MS 11), Skeletal Enhancement (MS 9), Anti-Life Leech (MS 9), Flaming Hands of Power (MS 8)
M Inhibiting Field (MS 11), Economic Genius (MS 14), Force Field Generation (MS 8), Teleport (MS 13)

Weapons: Slug Pistol B

Rene Lacquemont is one of the leaders of the radical Seekers, a nomad tribe which has decided to destroy the community of New Janeeva because of its promising ability to restore a semblance of pre-holocaust life, which may lead to another holocaust. Lacquemont has used his economic abilities to infiltrate the power structure of the transport merchant Layman Pointer, and plans to use that position to flood New Janeeva's economy with the counterfeit gold coins. He will use all his abilities and connections to stop anyone from thwarting his plans, but will stop short of exposing himself or the Seekers. Lacquemont is a supremely self-confident person who cannot easily be dissuaded from a goal. He wears a well-tailored business suit, and carries a red Pointer complex card.

Lancustrade (male humanoid)

Rank: 2 Tech Level: II Status: 1

PS	DX	CN	MS	IN	CH
13	13	12	14	11	10

Hit Points: 47 **AC:** 0 **Morale:** 9

Mutations:
P Energy Absorption (MS 7), Energy Metamorphosis (MS 9), Immunity to Drugs (MS 8)
M Mental Invisibility (MS 8), Darkness Phobia (MS 9)

Lancustrade is Shallah's constant companion. He has very little decision-making ability of his own. He is a Seeker because she is a Seeker. He does not often think about the danger of actions he undertakes. He has little personality of his own, and speaks in a low, undistinguished monotone.

Larz (male humanoid)

Rank: 1 Tech Level: II Status: 1

PS	DX	CN	MS	IN	CH
6	14	12	12	9	10

Hit Points: 28 **AC:** 0 **Morale:** 5

Mutations:
P Sonic Blast (MS 9), Immunity to Sonics (MS 10)
M Empathy (MS 9), Mass Mind (MS 7)

Larz is Zuzi's five year old brother. He is prone to panic, but always trusts his instincts when dealing with others.

Markasus (male humanoid)

Rank: 1 Tech Level: II Status: 1

PS	DX	CN	MS	IN	CH
10	9	12	14	14	6

Hit Points: 48 **AC:** 0 **Morale:** 7

Mutations:
P Chameleon Powers (MS 9), Hostility Field (MS 10)
M Fear Generation (MS 9), Intuition (MS 8), Precognition (MS 8)

Markasus is a shy, unassuming little man who is a devout revolutionary. He accepts his position as a servitor rather than a leader, and occasionally serves as an example of a man willing to sacrifice for a goal. His hostility field, of course, reduces the chances that someone will look favorably upon him. Rene Lacquemont is his only friend, although even Lacquemont's abilities do not make him immune to the hostility field.

Mathilde (female humanoid)

Rank: 1 Tech Level: III Status: 1

PS	DX	CN	MS	IN	CH
10	14	10	11	10	12

Hit Points: 30 **AC:** 0 **Morale:** 6

Mutations:
P Displacement (MS 6)
M Death Field Generation (MS 9), Mental Invisibility (MS 8), Mental Shield (MS 11)

Mathilde is a Seeker who was recruited for this mission because of her powerful mental mutations. She knows many details about the counterfeiting operation, including how and where the coins are made, and why. She does not know when the Seeker invasion will come, however. Her devotion to the Seeker cause is questionable, so it is not difficult to get her to talk. Her cover for this mission is her job as chambermaid at Layman Pointer's complex, a job for which she feels much more qualified than espionage.

Merbin (male mutated badger)

Rank: 1 Tech Level: 1 Status: 1

PS	DX	CN	MS	IN	CH
5	15	8	12	15	11

Hit Points: 27 **AC:** 1 **Morale:** 5.

Mutations:
P Invisibility (MS 7), Heightened Balance (MS 10), Radar (MS 10)
M Pyrokinesis (MS 8), Thought Imitation (MS 9)

Merbin is a normal-sized badger who absolutely abhors combat. He is

only a sometime member of the Seekers, but happened to be in the encampment when Lacquemont chose his task force. He is easily terrified, and likes nothing better than to hide when combat ensues. Unfortunately, for him, Shallah knows this, and has told him she will not brook any slacking on her detail. If Shallah isn't around, he can easily be convinced to switch sides, although he will still try to escape from civilization.

Molk (male serf)

Rank: 1 Tech Level: II Status: 1

PS	DX	CN	MS	IN	CH
11	11	11	13	11	11

Hit Points: 49 **AC:** 3 **Morale:** 10

Mutations:
P Heightened Strength (MS 9), Partial Carapace (MS 9), Poisoned Claws (I8, MS 8)
M Death Field Generation (MS 8), Density Control (Others) (MS 9), Life Leech (MS 6), Light Manipulation (MS 7), Mental Blast (MS 8)

Weapons: Flail, Battleaxe or 2 Claws (D1 + Poison I8 (D10))

Molk is a Seeker whose ideas of fun include ravaging villages or committing other bad acts. He cares little for Seekers' loftier goals of creating a new society "where butterflies can roam free and all that nonsense." He lives for combat and does not much like smelting metals. Despite his bloodlust, he can be a crafty opponent. He wears a chainmail vest and colors he imagines are akin to those of the ancient Greek warriors, but are really football swaths from the USC Trojans.

Mongoose (male humanoid)

Rank: 1 Tech Level: III Status: 1

PS	DX	CN	MS	IN	CH
9	18	14	14	15	14

Hit Points: 37 **AC:** 1 **Morale:** 8

Mutations:
P Heightened Hearing (MS 10), Body Change: Fur (MS 10), Double Vision Gas Generation (MS 9)
M Confusion (MS 9), Illusion Generation (MS 7), Mental Control (MS 9)

Mongoose is an employee of Rene Lacquemont. He speaks softly, with weasel-like voice and eloquent British accent. He wears street clothing, and is not a Seeker.

Moose (male humanoid)

Rank: 2 Tech Level: III Status: 1

PS	DX	CN	MS	IN	CH
16	17	17	14	13	14

Hit Points: 76 **AC:** 6 **Morale:** 12

Mutations:
P Total Healing (MS 9), Antlers (MS 12)
M Force Field Generation (MS 8), Empathy (MS 10)

Weapons: Auto Rifle, Auto Pistol

Moose is the guard to the treasury vault the Pointer complex. Despite his name, he is a cerebral, compassionate man who speaks slowly to choose the perfect words for the occasion. However, he will not let anyone into the vault who does not carry a red Pointer complex card, not even Layman Pointer. He prefers to incapacitate or thwart intruders rather than fight them. He wears plastic armor without the helmet, for obvious reasons.

Layman Pointer (male human)

Rank: 8 Tech Level: III+ Status: 7

PS	DX	CN	MS	IN	CH
7	8	6	17	16	18

Hit Points: 24 **AC:** 0 **Morale:** 10

Skills: Business/Economics (L5), All Transportation (L4)
Weapons: As needed, but nothing over Tech Level: III in this scenario

Layman Pointer is the most successful businessman in New Janeeva, having made a fortune dealing transportation of all sorts. He is protective of his wealth, but is a diehard philanthropist. He has a constant wheeze, but is otherwise healthy for a 65 year old man. He trusts Rene Lacquemont implicitly. He dresses in the finest clothing.

Sessperwet (female jaget)

Rank: 1 Tech Level: II Status: 1

PS	DX	CN	MS	IN	CH
7	12	7	15	14	9

Hit Points: 31 **AC:** 5 **Morale:** 11

Mutations:
P Attraction Odor (MS 6), Poison Weakness (MS 8)
M Heightened Intelligence (MS 13), Fear Generation (MS 8), Fear of Plants (MS 9), Levitation (MS 8), Precognition (MS 11), Telekinesis (MS 9), Telepathy (MS 11).

Weapons: 2 Claws (D2) and Bite (2)

Sessperwet is much more intelligent than an average jaget, a mixed blessing considering the situation she has gotten herself into. Despite her high mental resistance, she was unaware of the motivations of the radical band of Seekers she fell in with, listening primarily to their talk of freedom and tranquility. She never dreamed that she would become involved in conquest and overthrow.

Shallah (female human)

Rank: 4 Tech Level: III Status: 2

PS	DX	CN	MS	IN	CH
15	15	14	17	15	16

Hit Points: 48 **AC:** 3 **Morale:** 10

Weapons: Musket, Three Tear Gas Grenades

Shallah is a tall brunette with several gray hairs and a finely-tuned military mind. She spends much of her time in trance-like meditation and planning, but she does this only when it's safe to do so. She can react quickly to the changes that arise during combat, but knows how difficult it is to communicate new instructions to subordinates. She will sacrifice anyone to successfully complete a mission, even her lover, Lancustrade. She is a mercenary, well-paid by the Seekers. She speaks slowly and carefully, but is capable of fast speech. Shallah wears sheath armor and a white aviator's scarf.

Shhhhhhh (mutated plant)

Rank: 1 Tech Level: I Status: 1

PS	DX	CN	MS	IN	CH
3	18	10	13	13	8

Hit Points: 35 **AC:** 0 **Morale:** 7

Mutations:
P Air Sacs (MS 12), Control Insects (MS 9), Regeneration (MS 6), Light Dependency (MS 15)
M Telepathy (MS 9), Biological Genius (MS 8)

Shhhhhhh is a mutated rubber tree who has identified herself as female even though she possesses no physical characteristics nor-

mally associated with females of any species. Shhhhhhh is a philosopher who believes in the Seeker tenets, but is only a reluctant combatant. She prefers to stay far away from combat, sending insects to fight if necessary. She cannot talk, but communicates with a soothing telepathy.

Spacklespick (male dabber)

Rank: 1 Tech Level: III Status: 1 HD: 4

PS	DX	CN	MS	IN	CH
10	10	7	14	10	5

Hit Points: 25 **AC:** 5 **Morale:** 13

Mutations:
P Light Generation (MS 8)
M Empathy (MS 10), Illusion Generation (MS 8), Repulsion Field (MS 8), Telekinesis (MS 7), Telepathy (MS 10)

Weapons: Musket

Zzastro befriended Spacklespick when the raccoon joined the Seekers. Unlike Zzastro, Spacklespick thinks very highly of the Seeker cause, which he considers noble and just. Spacklespick is not a coward, but tries not to put his body in danger in combat, preferring guerrilla tactics and using his mutations. On this high priority mission, he doesn't want to get captured, so will be very careful about getting into combat. He will not abandon his friend Zzastro. When speaking, Spacklespick constantly bangs his teeth together. He wears a Daniel Boone outfit, but no coonskin cap.

Spinwray (female humanoid)

Rank: 2 Tech Level: II Status: 2

PS	DX	CN	MS	IN	CH
12	12	14	15	12	13

Hit Points:: 50 **AC:** 2 **Morale:** 9

Mutations:
P Electrical Hands of Power (MS 8), Electrical Generation (MS 7), Body Change: Webbed Face (M 9), Bat Wings (MS 9)
M Magnetic Control (MS 10), Summoning (MS 6)

Weapons: Wire garrote (D2 Progressive), crossbow with 20 bolts

Spinwray is a vengeful Seeker who considers herself both dedicated and crucial to the completion of the radical cause. She believes all who support reconstruction should be purged before they kill the rest of the creatures on the planet. Her revolutionary fervor is increased by her looks, which she blames for her loneliness. As she considers herself vital to the cause, she will not be extremely reckless, and will try to escape if everything crashes down. She will never negotiate with Restorationists, preferring to call them "reactionaries" and "capitalists" even if they have little conception of those words' meanings. She wears a beret and a green pantsuit, and has a harsh, reedy voice.

Twitterwitter (male hoop)

Rank: 1 Tech Level: III Status: 1 HD: 15

PS	DX	CN	MS	IN	CH
11	12	12	15	12	12

Hit Points:: 55 **AC:** 1 **Morale:** 11

Mutations:
P Leap (MS 11), Transform Metal to Rubber (MS 9)
M Mass Mind (MS 7), Telepathy (MS 8)

Weapons: Auto Rifle, Longsword

Twitterwitter is a wandering hoop who parted from his band several years ago and has not returned. He falls in a with a group for a few weeks at a time, and then moves on. He cares nothing for the Seeker cause, but considers the Seekers fun people to be with and to fight with. He does not like retreating from a fight, and pursues his own tactics rather than working according to a group strategy. He speaks in a low stutter, and unless occupied with something consuming he twitches constantly.

Wexterhall (male humanoid)

Rank: 1 Tech Level: II Status: 1

PS	DX	CN	MS	IN	CH
10	10	11	13	11	7

Hit Points: 41 **AC:** 0 **Morale:** 7

Mutations:
P Immunity to Heat (MS 4), Vulnerability to Cold (MS 15)
M Mental Paralysis (MS 10), Narcolepsy (MS 10)

Wexterhall does not think that New Janeeva should be overthrown. However, he is too much of a milquetoast to do anything about it. He believes in the Seeker philosophy of parting from the ancient ways, but not the eradication of those who feel otherwise. He does not want to kill the Pointer employees, but will not do anything to stop it. Wexterhall is a tall, thin man dressed in a light blue turtleneck and jeans. He speaks with a Boston Brahmin accent and often bats his eyes convulsively.

Zuzi (female humanoid)

Rank: 1 Tech Level: II Status: 1

PS	DX	CN	MS	IN	CH
8	13	10	13	11	13

Hit Points: 29 **AC:** 0 **Morale:** 8

Mutations:
P Sound Imitation (MS 8)
M Repelling Force (MS 9), Mental Multiplier (MS 8), Psychometry (MS 7)

Zuzi is an eight year-old-girl, who escaped with her brother Larz from the massacre of their parents' group of Followers of the Voice. Zuzi has protected her brother from the wilds of the outside, and does not intend to let him down now. Zuzi is wary of strangers, but usually accepts them when her brother does.

Zzastro (male human)

Rank: 2 Tech Level: III Status: 1

PS	DX	CN	MS	IN	CH
13	13	12	10	14	9

Hit Points: 31 **AC:** 2 **Morale:** 6

Weapons: Two Fragmentary Grenades, Three B Damage Packs, One Concussion Bomb

Zzastro is a crusty old demolitions expert who prizes a good explosion. He savors the construction of such an explosion much as one would savor a spicy pasta sauce. He is quite nimble for a man of 50, even in what he calls a demo suit (catcher's mask and padded vest). His compact frame and bulging eyes (from a disease called crouzon) may suggest to the unacquainted that he is a mutant, but he is a pure strain human. He has been Spacklespick's good friend for several months. He considers the goal of the Seekers as supercilious and unattainable, and has no qualms about saying so. Nonetheless, he stays on with them.

Night of the Wolf

by Lisa Stevens

This story was derived from a session of ARS MAGICA, the new role-playing game from Lion Rampant. The action in the ARS MAGICA fantasy role-playing game centers around magi (wizards) who gather together and live in groups called covenants. The magi hire mercenaries called grogs and also work with experienced people called companions, who for one reason or another, can't fit in with society.

The stories of ARS MAGICA are told in a medieval setting, where the fears of the common folk actually come to life. A few terms and concepts used in the story need explaining so you can fully understand what is going on.

Magi live in the wilderness outside of civilization and are seldom encountered by the common folk, many times being little more than a local myth.

Magi cast their spells using Latin words.

Certamen is a contest of wills between two magi, involving their magical techniques and forms. It is usually non-lethal and is used to settle arguments.

A turb is a group of grogs (eg. pack of wolves or a gaggle of geese).

Two sets of statistics for Lupus Mortus are included at the end of the story, one set for ARS MAGICA and the other for the AD&D® game system. Cerebus Facto is the creation of fellow member Richard Rydberg, no statistics are given for this character.

"Alms, sir. Alms for the poor," the beggar whined as he shambled out of the shadows toward the two men.

With grimy hand outstretched, the beggar sized up the two who would hopefully be his benefactors.

The two were like day and night. The first, smiling good naturedly, reached into his pouch. His blonde hair fell shoulder length upon his green cape. His face, unmarked and perfect, beamed good will upon the beggar.

The second, however, was wrapped in a black wolfskin cloak and hood. Malignance and hatred seemed to emanate from the hood's depths. As the beggar gaped in fearful awe, smoke started to seep from the edges of the man's cloak.

"We don't have the time or the money for scum like this," the black one growled. "I think I'll put him out of his misery so he won't have to suffer any more and we won't have to smell his putrid hide."

With that, the black one started to mumble words in a language foreign to the beggar. "Creo ignem in cumulo corpus adante...."

MAGI! The creature of poverty didn't need to hear any more. With a squawk of fright he leapt into a nearby alley. As he scampered away, he heard the magi's words reach a climax and stop. With a furtive look over his shoulder, he caught a glimpse of the magi's disfigured face smiling evilly as a warm glow appeared around his outstretched hands. The glow intensified swiftly as sulfurous wisps of smoke took flight into the night air. Suddenly, with the sound of a thousand men breathing in at once, a ball of brilliant flames shot from the magi's hand. The beggar could only stand and watch as the fire swept toward him like the onrush of a wave and engulfed him with fiery death.

As the smoke cleared, the flaming man jerked once and fell to the cobbles to burn with the rest of the garbage littering one of the city's many filthy alleys.

"Lupus, why'd you have to do that? He was only a beggar," Cerebus Facto complained to his boon companion.

But Lupus Mortus, the black one, just turned and sauntered off into the twilight's gloom, the shadows hiding his smile of self satisfaction from his companion.

As the two men headed off into the city, a small group of men in ancient armor hurried to keep up with them. Their faces were grim as they passed the carnage in the alley. Assignments with Lupus Mortus had a reputation for high body counts, and these men prayed fervently to whatever gods would listen to the prayers of men condemned to travel with the likes of the black one. For these men were the outcasts of society and the church, and as such could hope for no better fortune in life than the cursed lot that was theirs, working for magi, men whose power made them scoff at God and sequester themselves from all normal people.

They exchanged glances for reassurance, then trotted after the two magi. Tonight's work load looked to be a grim one.

Inside the Golden Maiden, Victor irritably twirled a finely balanced dagger in his left hand. They would come! He had seen to that! Their man, Jacque, had been easy to capture. Jacque thought that he could outwit the one and only Victor. Ha! Even now that magi's dog was imprisoned in the tower of the old church. Yes, they would come! Victor sipped his ale with a self-satisfied smile; a low chuckle could be heard from the dark corner where Victor sat.

"For his sake, he had better be right," Lupus fumed as he pulled up outside the rundown establishment. "Claude, go in and see what you can find out," Lupus ordered the companion. Claude, familiar with the city and how to act in it, casually entered the tavern and disappeared from the sight of the party remaining in the street.

Claude surveyed the scene with a seasoned glance. This place looked like trouble! Claude 's specialty was getting information and that is what Lupus wanted. Suddenly, the hairs on his neck stood up and Claude dove for a nearby table. The thunk of a blade striking the wall near Claude's ear told him that his antagonist was an expert with daggers. Coming out of a somersault with his short sword drawn, Claude took in the scene. All the patrons of the tavern were crouching on the floor. His opponent was nowhere in sight! Claude looked at the dagger that had almost cost him his life and noticed something attached to it. It was a piece of cloth. Claude removed it from the dagger, his face clouded with concern.

The two magi watched as Claude emerged from the inn with a troubled look upon his face. In his hand he held the cloth patch that all non-magi at Doisse Tep must wear. Tearing the patch from the surprised Claude's hand, Lupus looked grimly through the clouded glass of the tavern's front window. As he strained his eyes, trying to find the man or men responsible for this indignity, he heard the shuffle of small feet and turned in time to see a child running down the street and Cerebus hold-

ing a bright gold ring aloft in his hand.

"Intellego terram..." Cerebus intoned, reading the faint impressions left on the ring. As his spell took affect, the color drained quickly from his face and with a haggard look he turned to Lupus.

"It's Jacque. They...have him...tortured...uh," Cerebus fumbled, not able to find the words to convey the emotions the ring had yielded.

"The diabolists," Lupus' mind whirled," they will pay for this." With a flurry of movement, Lupus whipped out a glass gem the size of a plum. Holding it outstretched in his hands, he prepared to siphon off the raw magic stored in the gem to make the spell he was about to cast one to remember. Facing the door of the tavern, Lupus began the familiar chant, "Creo ignem in homine..."

As the black magus droned on, the familiar ball of fire began to form in his outstretched hands. Like the rising sun, the ball grew brighter until, with a rush that knocked over the nearby grogs, fiery destruction shot through the open door of the Golden Maiden and exploded with a concussion that knocked everything in the vicinity of the building to the ground — except the wild-eyed magus. Eyes sparkling with maniacal glee, Lupus watched as the tavern and the buildings around it burst into flame. The screams of the inhabitants filled the night as the inferno reached for the skies. As Lupus watched in fascination, Cerebus made his move.

"Lupus, stop those fires before they burn the whole town down," Cerebus pleaded, though his pleas fell on deaf ears. Pulling out his ace in the hole, Cerebus intoned the words that magi dread to hear. The words that are familiar to all magi, but yet fill every magi with fear. "Cerebus et Lupus certamen est. Intellego!"

All thoughts of the fire pushed aside by the force of Cerebus's intellego attack, Lupus savagely countered with ignem. "Curse all intellego spells," Lupus winced.

A fiery haze began to surround Lupus and Cerebus. Screams from the fire's victims began to pound on Lupus' brain as the smell of the burning building filled his nostrils. He could feel the heat burning away his flesh as the haze intensified around him.

Cerebus' visage was starting to grow gray around the edges when his voice pierced through the void that was surrounding Lupus.

"Give up Lupus," Cerebus pleaded, "Our mission is endangered if the fires continue to rage. You must put them out before we all die at the hands of the town guard."

"I'll teach those guards a thing or two," Lupus fumed, though he knew that Cerebus was right. He had let his anger get away from him, though what a spell it had been, HA!

Breaking off certamen, Lupus turned to the fires and intoned the words of a spell not used very often by him, "Rego ignem..."

As the spell took effect, the fires started to burn themselves out. By the time the town guard arrived, the Golden Maiden and the surrounding buildings were nothing more than smoldering rubble, but the town was safe.

Sergeant Vontee had nothing against magi as a whole, but the two now facing him had almost endangered his town. It had taken him years to rise to the rank he now held and he would be shamed if he would let a pair of magi, no matter how powerful, destroy his town. His sword hummed softly to him as he neared the magi. The sword, Salvadorus, could sense the magi's power and wanted to taste their blood. The sword would protect Vontee from the magi's spells, but what of the town? No, it is best to get the magi out of town before a mob comes for them and the magi get anxious and all hell breaks loose, he thought.

"Sir, may I kindly suggest that you leave town immediately so that I can guarantee your safe passage onward," Vontee proffered, using his most obsequious tones.

"We were just leaving, when we chanced upon this unfortunate catastrophe. You are lucky that my companion has the wherewithal to control fires or your town may be no more," Cerebus replied smoothly, hoping the young sergeant would be swayed by his words.

"Our town is indeed in debt to both of you. However, the common folk may place the blame for the fire on you instead of thanking you, so for your own safety and for the safety of my people, I must ask you to leave," Vontee finished with a piercing glance in Lupus' direction. The dark one just glowered back, the thin wisps of smoke filtering out the edges of his hood.

"That seems a most prudent course of action, sir," Cerebus concurred with a meaningful glance at Lupus.

With that, the sergeant ordered his men to surround the party to protect them from the mob that was forming.

As the two magi and their turb exited the town to the curses of the populace, Lupus fumed to himself, "We'll be back! Oh yes we will! And your town won't ever forget Lupus Mortus of Doisse Tep. While I yet live, the humiliation Doisse Tep has suffered under the hands of some of your citizens will not go unavenged! As long as Jacque lives, we will strive to free him and no power will be too great to achieve this end." As Lupus sauntered through the portcullis, none could see the smile that had spread across his face. Tomorrow was another day, and they would have Lupus Mortus to reckon with.

The following game statistics for Lupus Mortus are given for the ARS MAGICA, his AD&D® game statistics are approximate. Change the statistics to fit your campaign.

ARS MAGICA

Name: Lupus Mortus
Collegium: Doisse Tep

Characteristics

Intelligence	+5
Strength	+2
Presence	−3
Dexterity	+1
Perception	+2
Stamina	+4
Communication	−2
Quickness	+3
Size	0
Confidence (3)	3

Personality Traits

Brave	0
Cowardly	0
Compassionate	−2
Mean	+3
Lawful	−1
Chaotic	+1
Forgiving	−2
Vengeful	+2

Description

Born: 1109 Age: 31

Face disfigured by fire during apprenticeship.

Magical Attributes

+2 ignem aptitude

Penalty: −5 on spell rolls when within 100′ of 25 or more gallons of water or when water is on his person.

Special Magic Ability: smoke appears when irritated, the more irritated Lupus gets, the darker the smoke. +1 on Prs rolls to intimidate.

Flaw: destructive euphoria, becomes engrossed in the destruction he creates, compelling him to cause more destruction.

Aquam: severe deficiency

Intellego: severe deficiency

Magi Arts

Techniques	Level
creo	10
intellego	0
muto	7
perdo	3
rego	5

Forms	Level
animalem	6
aquam	0
aurum	1
corporem	7
herbam	0
imagonem	1
ignem	10
mentem	0
terram	1
vim	3

Magical Aids

19 points raw magic
20 points raw magic gem

Abilities

Ability	Level
French Culture (3)	3
Hermes Lore/ Arcane Tomes (3)	4
Aid (5)	5
Magic Theory (3)	3
Scribe Latin (3)	3
Speak Latin (3)	4
Speak French (3)	5
Animal Handling/ Wolf	3
Animal Ken	3
Parry	3
Greatsword	3
Finesse	2
Certamen	3
Astrology	1
Concentration	3

Combat

Weapon	1st	Atk	Dam	Res	Load
Greatsword	+11	+7	+16	23	1

Weapon Protection 3
Ability level +3
Defense Total = +6

Armor: Wolf Skin
Size +1
Stamina +4
Soak Total = +5

Body Levels

Soak Total	+5
Unhurt	
Hurt	
Light Wounds (−1)	
Medium Wounds (−3)	
Heavy Wounds (−5)	
Incapacitated	

Fatigue Levels

Stm-Enc	+5
Fresh	
Winded	
Weary(−1)	
Tired(−3)	
Dazed	
Unconscious	

Equipment

Load: 1.5 (Str 2)
Encumbrance: 0

Interests

Spells	2
Self	2
Boon	
Companion	1
Wolves	2
Magic	1

Dislikes

Life	−3
Love	−1
Water	−3
Children	−1
Women	−1

On the committee against demon worshippers
1 of 3 leaders
1 1/2 votes

Spells

Spell Name and form	Level	Technique
Creo Ignem		
Flame	5	20
Heat Metal	10	20
Fuel-less fire	15	20
Pilum of Fire (mastered)	20	20
Fire Fan	25	20
Fire Blade	30	20
Muto Ignem		
Fire Flash	5	17
Fire Transference	20	17
Muto Corpum		
Cat's Eye	5	14
Cat's Paw	10	14
Change Appearance	15	14
Turn to Wolf (mastered)	25	14
Rego Vim		
Parma Magica	10	8
Muto Aurus		
Haze	5	8

AD&D® game

Lupus Mortus
8th Level Male Human Magic-user

STR: 16
INT: 19
WIS: 8
DEX: 15
CON: 18
CHA: 7
COM: 5
AC Normal: 8
AC Rear: 10
Hit Points: 42
Alignment: Lawful Neutral (evil tendencies
Weapon Proficiencies: Two-handed Sword, Dagger
Hair: Black
Eyes: Dark Brown
Spell Book:

Level 1 Spells

Affect Normal Fires
Burning Hands
Find Familiar
Identify
Read Magic
Firewater
Melt
Detect Magic
Grease
Unseen Servant
Write

Level 2 Spells

Flaming Sphere
Pyrotechnics
Ray of Enfeeblement
Leomund's Trap
Bind
Levitate

Level 3 Spells

Explosive Runes
Flame Arrow
Slow
Fireball
Infravision

Level 4 Spells

Fire Charm
Fire Trap
Minor Globe of Invulnerability
Polymorph Self
Fire Shield
Wall of Fire

Lupus Mortus is a dark and bitter person. His father, a wealthy wool merchant, realized very early on that Lupus was highly intelligent, and hired a personal tutor for him.

At age ten, having exhausted the tutor's storehouse of knowledge, Lupus started on the path which would eventually lead him to become a magus. His tutor, a friend of the nearby covenant of Windgraven, contacted the magi about a potential apprentice. The head of Windgraven, Soth Hargren, was searching for an apprentice and decided that Lupus would fit the bill. When first told of the possibility of becoming a magi, Lupus was thrilled and excited — here was a challenge!

At first, Lupus was overwhelmed by all he had to learn at the covenant, but soon he became bored, as most apprentices do. But, unlike most, he decided to do something about it. Secretly, he tried to cast an ignem (fire) spell from his master's books. The spell went wild, backlashing into his face and almost killing him. He recovered eventually, but his face would be forever scarred and ugly. After the accident, the children in the surrounding village threw things at him and called him many names. He swore revenge upon them all and delved deeper into his studies. To this day, he hides his face in a hood and hates children. He is also easily angered and is ready to prove his superiority to anyone at a moment's notice. Lupus also decided to master the fire that had disfigured him and selected ignem as the emphasis in his studies.

Shortly after this, he became fascinated by wolves. To Lupus, the wolves had the perfect society, with the strongest on top and the weakest on the bottom. Everyone respected those above them and expected respect from those below. As he approached full magihood he learned how to change his form to that of a wolf and spent the better part of a year living with the wolves he admired so much.

After becoming a full magus, Lupus left Windgraven and joined the covenant of Doisse Tep, renowned amongst the magi for its extensive libraries and laboratory facilities. After a year, his one friend from Windgraven, Cerebus Facto, joined him at Doisse Tep, where he gained a reputation for being the only one who could control Lupus' impulsive nature, at least to a degree.

Lupus always wears a wolfskin cloak to aid him in his shape changing. Lupus wields a two-handed greatsword (change this if you wish to stay within the AD&D® rules) which he can cause to burst into a flame (treat as a flame tongue sword). Lupus rarely goes into direct hand to hand combat, but when he does, he likes the damage a greatsword causes.

When angered, smoke emanates from Lupus' body, usually causing consternation in those he is angry at.

Lupus has recently acquired a familiar, a runted white female wolf, which is inherently magical. A magical wolf had a daughter who was born pregnant. And Lupus' wolf was the offspring of that newly born wolf. He has yet to give it any powers, but is planning on giving it the ability to speak and the ability to take human form.

Lupus has a reputation for rashness and many of the people adventuring with him end up in coffins. Lupus appreciates respect and loyalty. When anyone extends these courtesies to Lupus, the magi reciprocates, treating the character well and doing his utmost to keep the character alive or avenge character's death. Lupus is cruel and self-centered, but follows the code of the Order of Hermes to the letter. He is obedient, to the point of death, to his few superiors.

Lupus believes that the end justifies the means. Consequently, some of his acts seem evil, but in the end they are for the "good" of the covenant. Lupus is opposed to the evil of the diabolists and will not hesitate to oppose them if they get in his way. Lupus believes that fire cleanses all impurities and worthless beings from the face of the earth. And fire is Lupus' weapon of choice.

(Continued from Page 8)

Spell Book:

Level 1 Spells

*Audible Glamer** *Change Self**
Color Spray *Detect Invisibility*
Read Illusionist Magic
*Darkness**

Level 2 Spells

*Alter Self** *Ultravision**
Ventriloquism *Invisibility**

Level 3 Spells

*Non-detection** *Wraithform*
*Indicates spell also included in traveling spell book

Will Caldan is 38 years old. He weighs 157 pounds and stands 5′ 10″ tall. He is a retired adventurer, and an old horse trader who always drives a hard bargain. No one ever gets the better end of a deal from Will Caldan. His preferred weapon is a poisoned dagger kept in his right boot. He is a master of disguise and wears a false beard and eye patch. This is so that he can slip out and move around the city, picking up news and gossip without bringing any suspicion upon the Black Lotus. Will is very secretive about his business and his past. He never does anything to bring attention to himself. In order to maintain a low profile, Will does not sell exotic spell components, and sells rare potion ingredients only to old and trusted customers.

Will is from poor parents, and grew up on the streets of Arabel. He discovered at an early age that he had a natural ability for sleight of hand. He added to his family income by picking pockets and shoplifting from merchants and street vendors.

He was an accomplished thief by the age of ten. He was good enough that he was brought to the attention of the local thieves guild, and soon became a member.

Will had his best times working with the thieves guild, until there was a power struggle within the guild. Like most up-and-coming guild members, he was forced to choose sides early, and as fortune would have it, he allied himself with the losing side. Most of the faction he sided with were assassinated. Will was lucky enough to escape the city with his life, and little else. Fearing that he was on some assassin's list, he took to wearing disguises, a habit he still follows. His experience with the internal politics of the thieves guild has led him to distrust organizations, and his time as a fugitive taught him self-reliance.

While on the run from Arabel, Will decided that his simple disguises would not be enough to fool anyone who might be looking for him, so he looked for a new profession. His high manual dexterity and ability with sleight of hand made illusions the obvious choice. Eventually, he decided that his skill with illusions could be most effective when combined with his thieving skills. To hide his link to the old Arabel thieves guild, he always posed as a gnome when thieving (always with magical aid), and even went so far as to learn gnomish folklore, language, and customs to make the deception complete.

When he reached Ravens Bluff, he decided it was time to quit living by his wits. With the treasure he had accumulated during his wanderings, he established The Black Lotus. He hired gnomish labor to build the shop.

Will keeps his favorite spells in a traveling spell book which is hidden in the seat of his office chair. His normal spell book is kept in a locked trunk in the hidden storeroom (see above).

The hidden storeroom has a secret exit that leads down a narrow, winding tunnel. This tunnel has an exit in an alley about 50 feet from the Lotus. This is Will's secret way in and out for his nocturnal excursions — periodic visits in disguise to various places in town known for having the latest news and gossip. He is always looking for new sources of supplies, and for new customers for his "special" services.

(Continued from page 5)

Peter, I will try to address all your complaints, but in no particular order. I don't believe (and I hope most of the other members don't believe) that the Newszine is DUNGEON Magazine in miniature. The Newszine offers columns on game advice, features adventures that were used as RPGA tournaments and includes convention announcements, winners listings and other items designed to keep members posted on what is going on with the RPGA Network.

Further, the POLYHEDRON Newszine does not limit itself solely to TSR, Inc. game-related material. Take a look at issue no. 37. It featured a Chill scenario, and Chill is a product of Pacesetter. This issue features a Rogues Gallery that has character statistics for the Ars Magica system, which is a product of Lion Rampant. In issue no. 32 we took a look at the Kellar, a race for the Star Trek™ *role-playing game, which is a product of FASA. Now, we will admit quite readily that we put out an appeal for MARVEL SUPER HEROES™, GAMMA WORLD® and AD&D® game material and tournaments, as these games are more in demand at conventions —especially the AD&D game. In addition, when we cut back on AD&D material in the Newszine, we hear about it.*

The RPGA Network is indeed representative of the gaming industry. That is obvious when you look at the list of tournaments it sponsored at this past GEN CON® Game Fair. Of the 31 tournaments, 15 featured game systems from other companies.

Roll for Surprise

Recalled to Life in the Marvel Universe

by Roger E. Moore

Many of the letters I see as editor of DRAGON® Magazine are about the MARVEL SUPER HEROES™ game. Players are usually eager to describe their superpowered campaigns. As noted in the letters, many heroes live in divergent versions of the Marvel Universe, in which the course of events has been altered to a greater or lesser extent by the Judge and players. The Secret Wars may not have occurred; the Avengers may have split up; mutants might be accepted by society (or they might all be hunted down and imprisoned).

What about groups that want to keep things on a fairly even keel? Maybe the Judge doesn't want to make major alterations in the Marvel Universe, but wants room for his campaign to breathe in the swarm of well-known heroes and villains. Then, too, some of the new heroes may want to start with a reputation — even a small one — that characters in the Marvel Universe would be expected to respect. Starting off as Captain America is a little intimidating for some role-players, but playing a completely original hero like Albedo Man or Captain Competent is not always satisfying, either. A possible solution to all these yearnings appears in the current series of reference comics from Marvel: *The Official Handbook of the Marvel Universe, Deluxe Edition.* This offers an enormous number of potential heroes for gaming use — but the most unusual heroes are those who can be drawn from issues 16 and on — The Book of the Dead!

Reviving a dead or inactive hero is exceptionally easy. Many are unlikely to reenter the mainstream Marvel Universe for one reason or another, and thus make excellent choices for heroes who won't then suffer the dreaded "same-name" problem. ("You mean there already IS a hero named Phoenix?") To demonstrate this point, three "revived" heroes are presented below, each with three scenarios showing how the hero could be recalled to life as a player character.

One other recommendation: In an earlier issue of DRAGON Magazine, I mentioned that it was a good idea to start a superpowered hero campaign based in the comic-universe version of your own town, or at least a large city near your home with which you and your gaming group were familiar. This adds a unique and special element to your campaign, and I strongly recommend it for giving the group room to breathe. This advice doesn't apply, of course, if your campaign is in Marvel's New Universe and your home city is Pittsburgh — but give it a try anyway. Who needs New York City when you have Kansas City, Austin, Louisville, or Vancouver?

And now, the heroes — all drawn from issue #18 of the *Official Handbook of the Marvel Universe.*

The Mauler

The story of Aaron Soames is a sad one, as you can tell after only a brief glance at his life history under the description of the Mauler in issue #18 of the Official Handbook of the Marvel Universe. Laid off and cheated out of his pension by the president of Cord Conglomerate, the ex-file clerk stole a suit of battle armor, code-named MAULER (Mobile Armored Utility Laser-guided Electron-beam emitter, Revised), from Cordco itself. After embarassing the company president as his revenge, Soames was slain by company guards. The MAULER armor was stored in a Stark International warehouse, where it was used twice more by criminals — most recently by a mercenary named Brendan Doyle, who is at large. Less-powerful copies of the MAULER battlesuit were made, known as Raider suits. Following their use in criminal activities, Raider suits were confiscated. Plans for both types of armor exist in various Stane International computer centers.

MAULER armor is described in MHAC 8 Weapons Locker, on pages 14-15. Raider armor (dropped from the supplement at the last minute) appears in MH 5 Cat's-Paw.

Origin 1: An angry relative of Aaron Soames (with a genius-level knowledge of electronics) steals the plans for the MAULER suit by computer piracy. Building the MAULER battlesuit on his own (perhaps with minor refinements), the electronics whiz then uses his suit for good purposes — perhaps with a special aim to keep huge corporations in line when they break the law themselves. Whether the whiz is from another major firm or a store-front operation determines his Resource level. Iron Man may be drawn into the fray as he attempts to shut down the pirated armor. Tony Stark is quite touchy about his patents.

Origin 2: Stane International, requiring heavier security because of the increasing number of powerful villains, revives the Raider design for use by selected plant guards. One such guard has managed to find a suit that was believed to have been destroyed, and upon his resignation from the firm uses the armor in his new role as a crime-fighter. If the suit proves to be too distinctive, Stane International might become interested (as in the case above), and trouble is sure to follow.

Origin 3: The plans for MAULER armor are turned over to a subsidiary company under Stane International's control. The smaller firm, desiring a good public relations ploy, trains a particularly trusted employee in the suit's use and has the employee registered with a local law-enforcement agency as a special deputy. Given limited legal authority within a city-wide area, the new superpowered hero fights crime and incidentally promotes the company's products and policies — under the assumption, of course, that the parent company is a good and fair business. If the assumption proves false, the hero might go his own way but could be charged with theft of the armor if it is taken, thus being pursued by both company men and other heroes. If the sponsoring company remains true, the hero might still find it irksome at times to be a "company man" (perhaps the company logo is permanently emblazoned on his battlesuit). However, the company could also be a valuable asset, with its huge store of information, contacts, and material supplies.

The Melter

Originally a criminal identity, the Melter was Bruno Horgan, a bankrupted industrialist who fought his rival Tony Stark (a.k.a. Iron Man) using various sorts of guns and belt buckles which fired metal-melting rays. After an abysmal career as a criminal, Bruno Horgan was shot to death by the vigilante Scourge. His last melting device was smashed under Scourge's foot and left that way. The Melter Ray principle is described in MHAC 8 Weapons Locker, on page 30. Melter devices could conceivably come in any form, but would be most recognizable in the ways in which the Melter used them.

Origin 1: An ex-employee of Horgan's old company discovers the plans to certain Melter Ray devices in the files of the now-inactive company. Desiring to redeem the company's name, he takes on the identity of the Melter, fighting for the causes of good. He becomes a particular foe of battlesuited villains, and is thus a special target for their fury.

Origin 2: A military electronics specialist assigned to study the remains of the last piece of the Melter's equipment solves the device's operational principles, and builds a suit of armor for use by a selected individual. The armor's operator is allowed to use the Melter Ray, but he must go only on missions approved by the U.S. government. Any clandestine activity puts the new Melter at risk of being arrested by military forces or attacked by super heroes summoned by military authorities.

Origin 3: A high school student whose parents work for Stane International accidentally discovers plans or parts for a Melter Ray device. While tinkering with the materials for a science project, the student creates a working Melter device, which he sometimes uses for crimefighting purposes in his local area.

Miss America

The original Miss America was a heroine of World War II, fighting Nazi saboteurs in the United States as part of the Liberty Legion, a crimefighting super-squadron. After the war, she and her husband (another super-crimefighter named the Whizzer) took on various saboteurs and mad scientists until they were irradiated in a nuclear accident. Miss America died in childbirth and was buried in an unmarked location in Europe.

The statistics for Miss America are given in DRAGON issue #104, in William Tracy's module "Sudden Dawn." However, entirely new statistics for a modern Miss America could be generated.

Origin 1: A highly trained female athlete with at least one other exceptional talent takes on the name of Miss America, wishing to perform heroic deeds and make a name for herself as well. She adopts the uniform of the original Miss America as well as the name, but retains her own real name and abilities. Association with the Miss America beauty pageant could prove clumsy, and the new Miss America might harbor strong feminist tendencies in reaction.

Origin 2: A modern relative of Madeleine Frank, also being a talented athlete, takes on the Miss America role and costume. However, like Madeleine Frank, the new Miss America is a mutant with at least one psionic power, perhaps granting flight or levitation like her predecessor. Hiding her mutant abilities could become a special priority, or she could reveal her powers and champion the rights of mutants everywhere.

Origin 3: Thanks to a villain's time-warp or a natural time-space tear, an original Miss America from a divergent universe is catapulted into our own universe, much in the way the new Phoenix entered from her own divergent timeline. If caught at the start of her crimefighting career, which was about 1942, Miss America might have a lot of trouble adjusting to the greatly altered world of the late 1980s. Nonetheless, she would be a dedicated fighter in the ranks of justice, perhaps finding some solace in the company of Captain America, who also hailed from that time period.

In short, the ranks of dead and inactive heroes (and even the ranks of long-gone villains) are fertile ground for new heroes looking to make a living at catching crooks. But the tables could be turned, too — as will be shown in a future issue. Until the Red Skull turns blue, make mine Marvel.

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(Continued from page 6)

Packaging: 9—Jeff Easley's excellent artwork graces the cover, as it has through all the AD&D® books. There is also some pretty good interior artwork by Easley, Doug Chaffee, Greg Harper, and Jim Roslof.

Rules and Explanations: 7—While the rules are clear, I think there are too many of them, and the DSG adds too much of the "realism factor" to the AD&D game.

Miscellaneous: 6—Again, the "realism factor" plays an important part. My major peeve is that it seems that the author just wanted to add some new rules to fill the available space, and thereby create more "realism" for the game.

Overall: 7—The DSG provides some necessary information for DMs who wish to create a campaign world that is completely underground, and it provides some necessary common sense information for exploring below ground.

Degree of Difficulty: 2—A DM should have a thorough knowledge of the AD&D rules before integrating the DSG into a campaign.

Deadliness Factor: 4-7—It's obvious that a player can die within a realm of the DSG, whether by the will of the DM, or player stupidity.

WILDERNESS SURVIVAL GUIDE

The Wilderness Survival Guide (WSG) is written by a former editor of DRAGON® magazine, Kim Mohan, and pretty much does the same thing the DSG does; adds additional rules to the AD&D game system.

There is a difference. It makes more sense to have a set of guidelines for the out-of-doors. Why? Player characters must, at one time or another, spend time in the wilderness traveling from the big city to the (pick one:) lair of the dragon/dungeon of the mad wizard/caverns of the trolls. In doing so, there are a number of effects that may or may not happen to them in the Great Outdoors.

There are a number of things included in this manual that are desperately needed. For instance, just what exactly is the encumbrance for a PC with an 18/00 strength? What is the effect of medicinal plants in a wilderness environment? What is ultravision, anyway? These and other questions are answered in the WSG. There are many more sections in this supplement than there are in the DSG. The amount of pages remains the same, but I feel there is more useful information available in this book than in the DSG. Now let us discuss the sections in the WSG.

Dressing for the Weather and Effects of the Environment

The section on dressing for the weather explains what can happen should a PC not dress appropriately for the weather.

Environmental effects goes a bit further in describing what exactly can happen in inclement weather in the Great Outdoors, but I think the rules again go a bit too far in a search for "realism".

What nature can do to you when you have decided to venture into its environs depends on many things, temperature of the air and wind velocity being the two primary sources of problems for PCs. Obviously, a PC is going to suffer a negative modifier in hitting his target if the weather is too cold or hot, or if the wind is blowing too hard for the character to fire a bow or swing a melee weapon. Even so, I feel it is unnecessary to make a PC take damage due to extreme temperature if he fails a Constitution check. Most PCs I've encountered know enough to dress appropriately for the weather. If a Constitution Check must be made, let it be made once per day, not once every three turns as suggested by the WSG.

Encumbrance and Movement

This is perhaps the most important section in the WSG. It not only discusses encumbrance for PCs, but it includes encumbrance values for land and aerial mounts as well. Also discussed is Climbing for thieves and non-thieves alike. However, non-thieves or those who do not have Mountaineering skill as a non-weapon proficiency are unable to climb any cliffs or any severe surfaces. This makes much more sense than what the DSG added.

Four other sections of particular note are the sections on First Aid, Vision, Combat in the Wilderness, and Magic in the Wilderness.

First Aid, for those DMs who use it, gives the availability of medicinal plants in the wilderness, and even gives some pointers in first aid, though the information is more general than specific in nature (pardon the pun).

Vision answers the question on ultravision as well as providing some modifications dealing with information based on temperature. For example, the colder the temperature, the lighter in color the red spectrum will show up with infravision.

Combat in the wilderness is very similar to Combat for Underground for the DSG. Wilderness combat is simply explained and easily understood in a few paragraphs.

Magic in the Wilderness gives players and DMs an idea of what to do when casting spells or using magic items in the wilderness. For example, your party is fleeing from a large group of orcs. You manage to reach a plateau, but there is no cover. However, there are several rocks within the area. Your cleric casts Animate Object on these rocks and rolls them over the orcs, reducing the numbers of the orcs to a manageable size, or destroying them completely.

Packaging: 9—Jeff Easley's exterior work, combined with interiors by Larry Elmore, Jim Holloway, Mark Nelson, and Valerie Valusek, make WSG look like it is worth the price.

Rules and Explanations: 8—The rules are clear and well-written. But, I feel the "realism factor" is just a bit too much for the system.

Miscellaneous: 8—The WSG seems to be more thought out than the DSG. Kim Mohan made his research flow from one chapter to the next instead of making it look like he was just filling space.

Overall: 8.5—The WSG provides some very important information for DMs who wish to add some spice to their campaign. Like the DSG, it may not be for everybody.

Degree of Difficulty: 2—See notes on the DSG for comment.

Deadliness Factor:—See my comments on the DSG.

In a nutshell, the WSG is worth far more than $15 and deals with the "realism factor" on a better level than the DSG.

TO: JEAN RABE, EDITOR, POLYHEDRON™ Newszine
FROM: MARK OLSON, PROMOTIONS/CONVENTIONS MANAGER

TSR, Inc.
PRODUCTS OF YOUR IMAGINATION

SUBJECT: 1988 GEN CON®/ORIGINS™ GAME FAIR

Just thought I'd drop you a note to let you and your POLYHEDRON™ Newszine readers in on some nev Everyone is aware of the GEN CON® Game Fair, the annual extravaganza, which features just about every ty of role-playing adventure event and tournament imaginable, not to mention hundreds of exhibits and auction The big news is that ORIGINS™ Game Fair, the largest Strategy Game Fair has combined with GEN CON® Gam Fair for 1988. So, for the first time in history, the NUMBER ONE Strategy Game Fair joins forces with the NUMBE ONE Adventure Game Fair to create

'88 Origins™ GEN CON® Game Fair

August 18 to 21st

The Greatest Festival Of Gaming Of Our Time!

I wouldn't tease your readers, Jean. With the combination of GEN CON®/ORIGINS™ Game Fair, I guarantee four complete days (with time out for a couple hours of sleep) of non-stop, intense gaming excitement, including...

• ...adventure and role-playing games and events like ADVANCED DUNGEONS & DRAGONS® Adventure Games, FORGOTTEN REALMS™ Game and Call of Cthulhu*. The World's largest role-playing tournament, the ADVANCED DUNGEONS & DRAGONS® Open will also be held there!

• ...the largest Strategic and Historical Miniatures gaming area ever assembled will be there! Play in events which include Team Yankee*, Diplomacy*, the SNIPER!™ Combat Game and Pax Britannica*. Play amid brilliantly executed dioramas and some of the toughest competition you'll find.

• ...over 36 national gaming tournaments, sponsored by (of course) the RPGA™ Network and major manufacturers will be held, including the prestigious Masters and Grand Masters Invitationals.

• ...the Fantasy Art Show, the world's largest Games Trade Show, with over 170 exhibitors, the biggest ever Games and Art Auction, plus world-class games seminars, demonstrations and workshops!

AND THAT'S ONLY THE BEGINNING! I wouldn't want anybody to miss this gaming event of the decade. GEN CON®/ORIGINS™ Game Fair will be held August 18-21, 1988 at the MECCA Convention Center in Milwaukee, Wisconsin. For complete information regarding the 1988 GEN CON®/ORIGINS Game Fair, give us a call at GEN CON®/ORIGINS™ Game Fair Headquarters, (414) 248-3625.

Considering the magnitude of this event Jean, I don't see how any gamer would want to miss it!

-MO

Mark - WOW! This year Game Fair sounds GR It's definitely not event to miss! Jean

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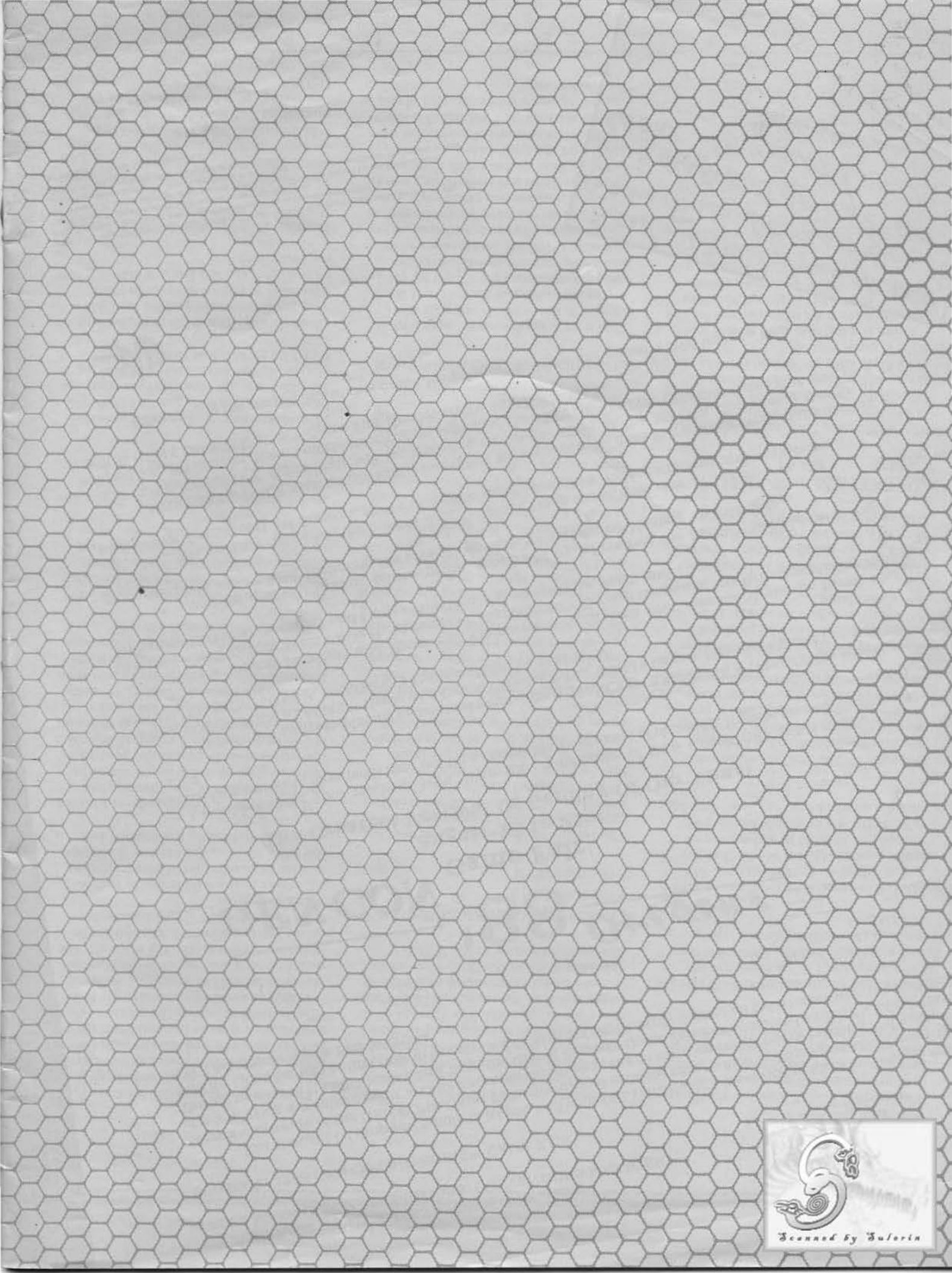
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